

OVER 500 FREE PS4 & PS3 VIDEOS

SEE PAGE 91
FOR DETAILS

PLAY



ISSUE
262

100

PS4
GAMES RATED

FIFA vs PES

Complete breakdown of this
season's thrilling title clash

IS THIS CALL OF DUTY'S FINEST HOUR?

BLACK OPS 3

FINAL VERDICT ON THE FUTURE OF FPS WARFARE

ALSO REPORTING FOR DUTY

RIME RAINBOW SIX SIEGE MAD MAX
UNCHARTED 4: A THIEF'S END
PERSONA 5 BATTLEBORN
DESTINY: THE TAKEN KING
DISHONORED 2 SOMA
RATCHET AND CLANK
STREET FIGHTER V
JUST CAUSE 3 & MORE

HORIZON
ZERO DAWN

Get the scoop on Guerrilla's stunning RPG

THE ROAD
TO 2016

A handy buyers' guide for the rest of the year

GAMER HEAVEN

OFFICIAL. LICENSED GAMER MERCHANDISE

For more Gamer Clothing & Merchandise Visit us at - www.Gamer-Heaven.net

 ASSASSIN'S
CREED
SYNDICATE



Save 13% on all orders! Use Coupon code: OCT13

PS4 PS3 Vita PSN WelcomePLAY

The UK's only independent PlayStation magazine

14 HORIZON ZERO DAWN

An in-depth breakdown of
Guerrilla's epic action-RPG

06 CALL OF DUTY: BLACK OPS III HANDS-ON VERDICT

38 BLOODBORNE'S NEW EXPANSION DETAILED

56 PLAN THE REST OF YOUR GAMING YEAR



GUARDIAN DOWN



I KNEW THIS would happen.

Even though I'm part-way through loads of games already, *The Taken King* comes along and sends them all home crying. There's no

time for anything that isn't grinding my way to incrementally higher Light levels and learning the intricacies of the new Raid so I can guide those in need through it, but I'm okay with that. As ever, I know this intensity won't last and once I manage to break 300 with all three characters and round up the majority of the rare loot I'm after, there'll be plenty of time for all those other games I've been so rudely neglecting.

Hopefully that will have happened by the time you read this, though, as 9 October has the potential to go down as The Day That Broke Luke. *Rock Band 4*, *Transformers: Devastation*, *Disgaea 5* and *The Nathan Drake Collection* all releasing on the same day is just obscene – it's only a fighting game away from ticking all of my main gaming boxes – and with so much going on that week, *Destiny* is sure as hell getting sidelined for that barrage of greatness whether I'm all capped out or not.

Trying to get my head around what to play when is actually what led to this issue's planner feature, a handy week-by-week account of all the rest of the major gaming events of 2015 so you too can work out a schedule and weep for your wallet accordingly. Even without a major original first-party exclusive, the line-up is crazy good and whatever your tastes, there's all but guaranteed to be a pile of awesome new stuff for you to play before the year is out.

With the coming storm that is Q1 2016 looking to bring even more greatness (including a little something called *Uncharted 4*), the clock is ticking. You'll all be in my situation by the year's end, with too much to play and not enough time. Trust me, you're going to love it.

Enjoy the issue, and I'll see ya online.

LUKE ALBIGÉS

EDITOR

@LukemonMGJ

PSN: PorthMinster

CURRENTLY PLAYING

Destiny

GET IN
TOUCH!



Facebook

facebook.com/PlayMagazineUK



Twitter

@PlayMag_UK



Play blog

play-mag.co.uk



YouTube

youtube.com/PlayMagUK

A close-up, high-action shot of a soldier from the video game Call of Duty: Black Ops III. The soldier, a man with a short, light brown mohawk and a beard, is wearing a dark, tactical combat suit with yellow accents. He is holding a sniper rifle with a large, blue-tinted scope. The background is a blurred, war-torn environment with a large fire or explosion visible in the distance. The number '06' is prominently displayed in the upper right corner.

06

**CALL OF DUTY
BLACK OPS III**

The final verdict on the
multiplayer event of the year

PLAY
Contents

The games of the future, played and detailed today

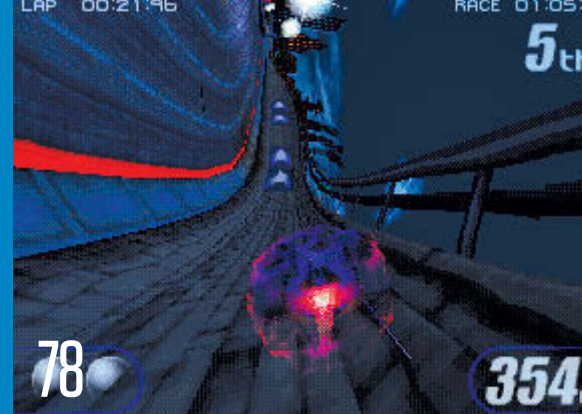
-  play@imagine-publishing.co.uk
-  facebook.com/PlayMagazineUK
-  youtube.com/PlayMagUK
-  www.play-mag.co.uk
-  [@PlayMag_UK](https://twitter.com/PlayMag_UK)
-  twitch/PlayUK



28



38



78



14

HORIZON ZERO DAWN

Guerrilla had us at robot dinosaurs...



22

UNCHARTED 4 A THIEF'S END

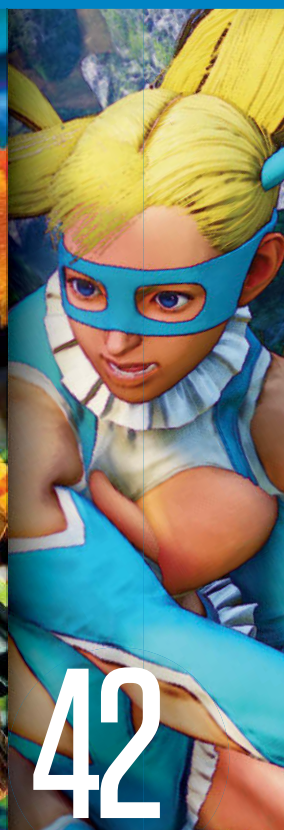
What to expect from Drake's final voyage



26

RATCHET & CLANK

The game of the movie of the game



42

STREET FIGHTER V

New characters join the impressive roster



54

THE ROAD TO 2016

Plan the rest of your gaming year today



62

DESTINY: THE TAKEN KING

The expansion that changes everything

- 6 Call Of Duty: Black Ops III
- 14 Everything You Need To Know: Horizon Zero Dawn
- 20 Indievelopment
- 50 Hot Topic: FIFA vs PES
- 52 Ten Of The Best: Alternative Fighters
- 54 The Road To 2016
- 78 Play Classics #19: Rollcage

- 22 Uncharted 4: A Thief's End
- 24 Dishonored 2
- 26 Ratchet & Clank
- 28 Rime
- 30 The Last Guardian
- 32 Gravity Rush 2
- 34 Just Cause 3
- 36 Persona 5
- 38 Bloodborne: The Old Hunters
- 40 Battleborn
- 42 Street Fighter V
- 44 DOOM
- 46 Preview Round-Up

- 60 FIFA 16
- 62 Destiny: The Taken King
- 64 Mad Max
- 66 PES 2016
- 68 Tearaway Unfolded
- 70 Soma
- 72 Madden NFL 16
- 74 Super Time Force Ultra
- 76 Review Round-Up

PLAY+PLUS

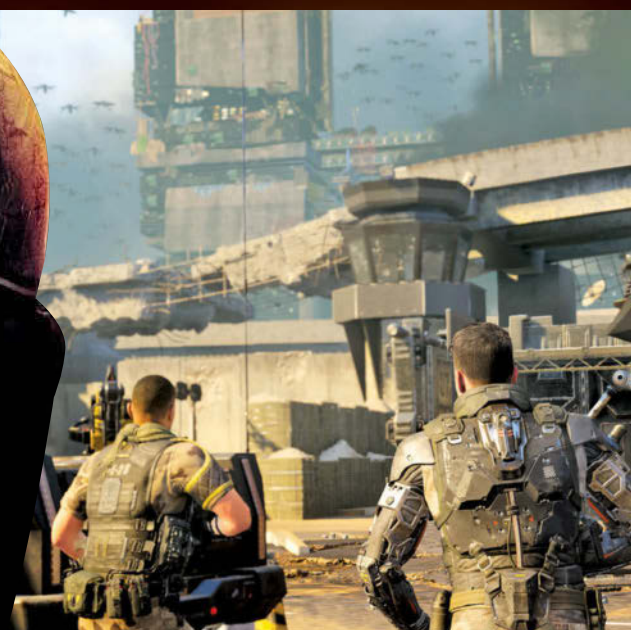
- 82 Interview: Hitman
- 84 Extended Play: Fallout
- 86 How To Master MGSV
- 88 PS Plus Trophy Guide
- 90 Instant Game Collection Blacklight Retribution
- 91 Video Sharing
- 94 Playlist

FOR BACK ISSUES AND BOOKZINES GO TO...
 imagineshop.co.uk
SUBSCRIBE NOW
 and save 30%
 TURN TO PAGE 48

BACK IN BLACK

We call in all of our intel on Call Of Duty: Black Ops III. Find out what's new, what's changed, and why it's the reset the series needs...

ΔΟΧΔ Mobility options galore mean you never need to stop moving, which is just as well because this is COD.



For all its wild success and status as the biggest brand in triple-A gaming, *Call Of Duty* has been in decline. The forgettable *Ghosts* showed that *COD* creator Infinity Ward is a mere shadow of its former self, gutted of key employees and directors, and while Sledgehammer's *Advanced Warfare* helped steady the ship, there's no mistaking the fact that the dawn of a new *Call Of Duty* isn't the earth-shattering event it once was.

If you, like us, were on the FPS frontline when *Call Of Duty 4: Modern Warfare* dropped in 2007, you'll remember its impact. The words 'game changer' are overused, but this combination of world-class production values, brave narrative design, and genuinely revolutionary multiplayer ignited the mainstream and lifted an already popular series to unprecedented heights. Suddenly Chandler from *Friends* was talking about *Call Of Duty* on chat shows, footballers were bringing their gaming consoles to away games just to play the damn thing, and regular gamers were learning about the word 'Prestige' and giving up any notion of the outdoors just to fuel that fearsome desire to rank up.

The next few Infinity Ward *CODs* carried a weight and hype that's been unmatched since. Treyarch was next to get involved, dipping its feet in the series with *World At War*, then establishing itself with confidence on *Black Ops*. For four or five years, *Call Of Duty* was an unstoppable force.

But now, it has clearly lost some lustre. The difficulty in reproducing an already near-perfect multiplayer game while also adding to it has proven tricky. *COD* has never dipped below 'very good' and its sales figures are still the stuff of dreams for any publisher, but it's in dire need of a comeback. In truth, it's in dire need of the freshly-crowned *Call Of Duty A-Team*, the once-timid Treyarch, to stamp its authority back on the series and drag it back to the top of the pile.

With 2012's *Black Ops II*, the Californian studio started to redefine what *Call Of Duty* could be. For the first time, sci-fi elements were introduced, wrenching *COD* out of its overtly realistic aesthetic and making it just a bit more fun to be around. And in single-player, Treyarch tried new ideas – branching paths, moral choices and optional side missions. Nothing hugely original, but for a series so typically rigid, they felt like a breath of fresh air.

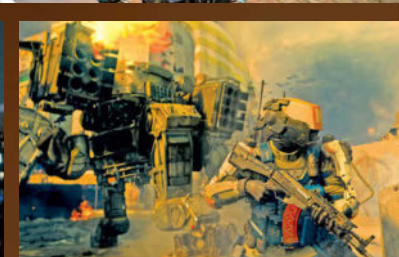
Since then, the team has been given the longest dev cycle for a *Call Of Duty* since the original. Three years of dedicated work has led to *Black Ops III*, a game that wants to not only reestablish *COD* as the game to beat, but also as the FPS mainstay of an increasingly important professional gaming culture.

So how exactly is it doing that? Well, extensive hands-on time with the recent beta shows a confidence and commitment to quality that bodes well for the full game in November. And it's a tricky situation to be in – how do you create a *COD* multiplayer experience that not only retains the core sensibilities of a series that has a vast fan base, while also innovating in a way that avoids stagnation? In the Nineties, the solution to this problem was always 'make a kart racer', but things have moved on since then, thank God.

Sledgehammer certainly tried to mix things up in *Advanced Warfare*. Bringing in the Exo suit, a catch-all gimmick that fundamentally altered the way players move around the map and negotiate the terrain, *AW* (as it's now known) changed the flow and pace of the game. It was a moderately successful concept. The need to loosen up *COD*'s movement was apparent to anyone who had



△○× Each specialist has a unique ability, which operates on a cooldown.



TREY TABLE

The Californian studio sure has come a long way since it began...

1998

DIE BY THE SWORD

2000

DRACONUS: CULT OF THE WYRM

2001

MAX STEEL: COVERT MISSIONS



2002

MINORITY REPORT: EVERYBODY RUNS

2004

SPIDER-MAN 2

2005

CALL OF DUTY 2: BIG RED ONE



2006

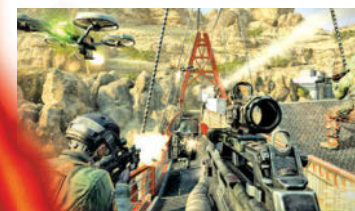
CALL OF DUTY 3

2008

CALL OF DUTY: WORLD AT WAR

2010

CALL OF DUTY: BLACK OPS



2012

CALL OF DUTY: BLACK OPS II



ΔΟΧΔ Drones serve multiple purposes, highlighting enemies and even laying down support fire.

“THE NEED TO LOOSEN UP COD’S MOVEMENT WAS APPARENT TO ANYONE WHO HAD EXPERIENCED THE GLORIOUS (AND SADLY NOT-ON-PS4) TITANFALL”

experienced the glorious (and frustratingly not-on-PS4) *Titanfall*. Suddenly the FPS had been freed from its on-rails roots, players allowed to sprint across walls, leap up buildings and double-jump between rooftops. *COD* had to follow suit.

Yet *Advanced Warfare*’s new movement was perhaps too much of a departure, and also too clunky. The air boosts and sideways dodges made matches and conflicts unpredictable and freeform, but these new manoeuvres rarely felt smooth enough to be busted out with the kind of reactive regularity that a game like *Call Of Duty* requires.

So Treyarch has built *Black Ops III* with these philosophical changes in mind, but has done so in a way that tessellates better with the pace and precision of *COD*. Players can now double-jump and run on walls, but the side-boosting and air-slammings is now a thing of the past. There’s a consistency to the movement that soon becomes second nature, and brings the focus back to the core of any great *COD* – gun-on-gun battles.

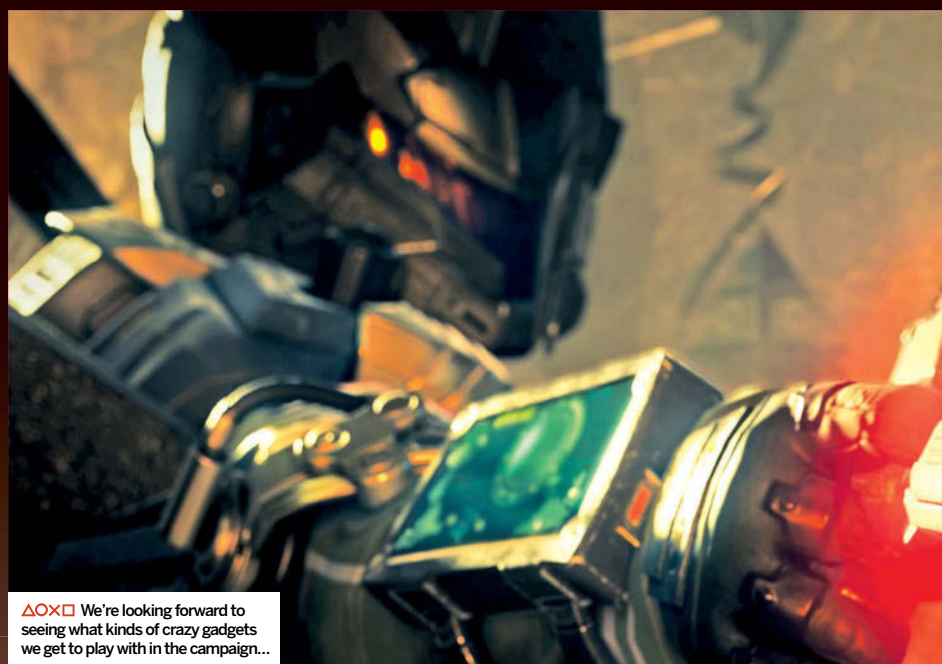
In *Black Ops III*, most of your kills will still come from one-on-ones, lateral ambushes or the scumbag’s favourite, corner camping. Now,



though, you'll have to contend with players sprinting along nearby walls and peppering you from the side, or in the game's soon-to-be-signature encounters: one-on-one battles *while* wall-running. It's to Treyarch's credit that this all feels so natural. Even after just a few matches of the beta, the skill required snuck itself neatly into muscle memory. And mercifully, you don't have to break your DualShock in two by constantly jamming your stick buttons in.

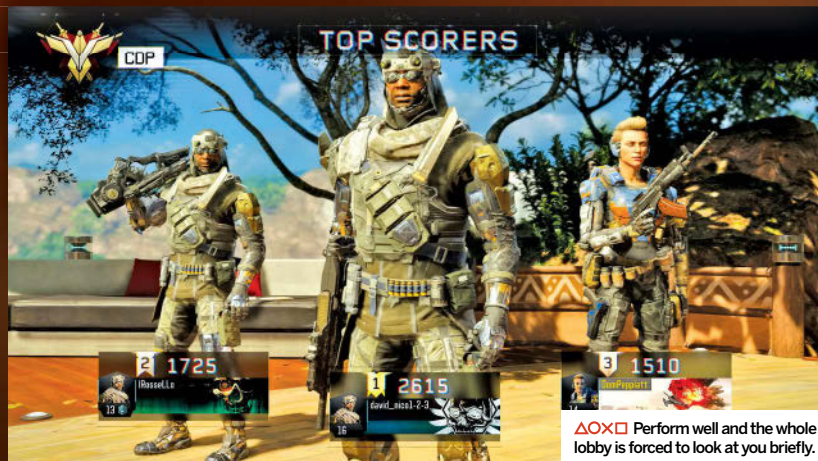
This new, considered change in movement is joined by *Black Ops III*'s other innovation, a power-based class system, known as Specialists. Clearly the boys and girls at Treyarch have been playing a lot of *Destiny* – these nine classes have more than a touch of Guardian about them.

Just take Ruin, for example. He may look like Chuck Liddell after an overdose of testosterone, but his Gravity Spike ground-pound is an almost exact recreation of a Titan's Fist Of Havoc, an area-of-effect slam that will smash any sucker unlucky



ΔOX□ We're looking forward to seeing what kinds of crazy gadgets we get to play with in the campaign...

“LONGEVITY IN BLOPS III WILL COME FROM EXPERIMENTING WITH DIFFERENT ABILITIES”



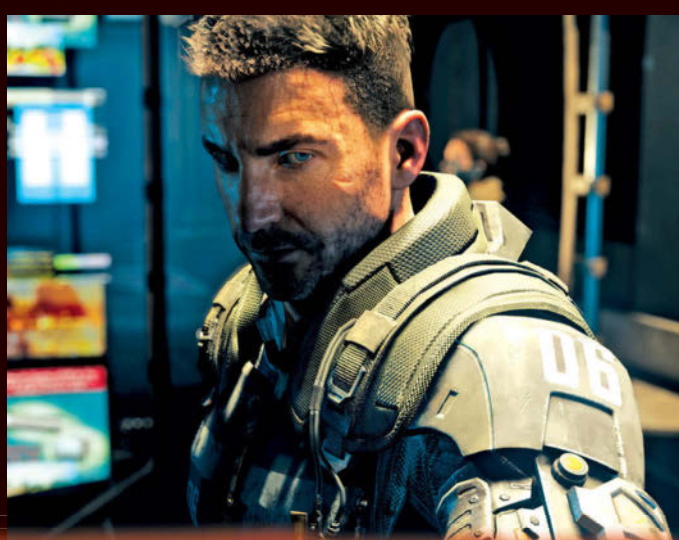
ΔOX□ Perform well and the whole lobby is forced to look at you briefly.

enough to get caught in the way. Combine it with a double-jump from a higher level and you've got yourself a sleeved ace and a nice XP bonus.

Each of the nine Specialists has two abilities, only one of which can be taken into battle at a time. Not unlike *Destiny*'s subclasses, then. If you don't fancy mashing up enemies with Ruin's Gravity Spikes, then, you can switch it out for Overdrive, which awards you with a significant speed boost for a limited period and allows you to get out of, or indeed into, danger as quickly as possible.

Much of the longevity in *Black Ops III* will come from experimenting with the different abilities and unlocking different Specialists. An early favourite is Outrider, a hooded female archery master, who whips out a bow known as the Sparrow (more *Destiny*?) when her ability is charged, and fires explosive bolts at anyone who is unlucky enough to wander into view and/or look at her funny.

Players will inevitably gravitate towards a Specialist who suits their play-style, and much like a fighting game, some characters are trickier to get to grips with, but potentially more rewarding



for those with the patience and time to master them. Prophet, who looks every inch the futuristic super soldier, can pull out an arc weapon that's very similar to a *Quake* railgun, and decimate foes with its unchecked power.

Swap his abilities, though, and you can use Glitch, which allows you to teleport yourself back to a previous point in the map. It's a very tricky skill to wrap your head around, and surely a first for an FPS. After time on the beta, though, it started to make sense. Ever wander into a room in *COD*, find yourself confronted with three bad guys, and wish you'd never stepped foot in there in the first place? Well now there's a fix for that. Glitch back out of there and take a different route. Probably into another bunch of enemies. You can't have it all.

Other notable specialists include Reaper, a mech-looking fellow whose arm can turn into a quad-barrelled minigun, or can project three decoy versions of himself to fool less observant enemies. Seraph features another nod to *Destiny* in a one-shot kill revolver that has more than a little in common with a Hunter's Golden Gun Super ability (sadly without the epic flame effect), or she can opt for Combat Focus, which triggers a temporary Scorestreak multiplier in order to help you get at those sweet drone strikes and lethal chopper call-ins earlier.

Oh yes, Scorestreaks are still a fundamental part of *Call Of Duty*. As we said before, Treyarch is making changes to the core of the game, but not completely overhauling it. Within two minutes, this still feels like *Call Of Duty*. That moment-to-moment action, that 60fps gameplay that means every motion is precise and every reaction instant, that sense of flow when you rack up the kills and you forget about sticks and triggers and just lose yourself to the action. These points are why *Call Of Duty's* multiplayer is the gargantuan it still is today, and these are the traits Treyarch has retained.

GO PRO Will Call Of Duty ever climb to the top of the eSports ladder?



With eSports becoming an ever-increasing facet in the world of videogames, it's no wonder that Activision is keen to capitalise. Currently, MOBAs *DOTA 2* and *League Of Legends* rule the pro-gaming roost commercially, but the thirst for first-person shooters is on the increase.

Valve's *Counter-Strike: Global Offensive* is the number one shooter on the pro scene, with the biggest tournaments selling out huge arenas and global views in the millions. This is where *Call Of Duty* wants to be. It already runs major tournaments itself, Call Of Duty Championships, or CODChamps, and has a major presence at the X-Games, but until *COD* is represented at the major eSports events, such as Dreamhack, it won't realistically be able to catch up.

Still, with teams like Optic and EnvyUS demonstrating the level that's attainable if you perfect your *COD* craft, there is clearly an appetite for competitive *COD*. Perhaps the fact the ruleset changes year on year, though, will ultimately be the restriction to ever achieving global domination in this space. No other major eSports game shifts its foundations so enormously year-on-year.

There's a confidence and craft to the map design too, certainly from what we've seen so far. The pick of the bunch we've played is Hunted, an elliptical map based in and around a rich person's estate. The lines of sight are smart, as they usually are in *COD*, and there is always more than one way to get in and out of any room, but Treyarch has added new layers to the flow of the map. Many areas are accessible on foot or via wall-running. There's a risk to trying to get behind your opponents as you might mess up your run and take a drop off a cliff, or leave yourself open to an assault from a higher vantage point.

Combine and Evac were the other two maps from the beta, offering the kind of circular flow that players of classic Treyarch maps like Firing Range from the original *Black Ops* or Standoff from *Black Ops II* will know only too well. Of course, they both have wall-running options and an increase in verticality over



the older games, so you have to expect danger from even more angles.

It's actually astounding how much customisation and depth there is to *Black Ops III*. Beyond the cosmetic changes you can make to your guns in the new Paintshop mode and the choices and possibilities brought forward by the Specialists, the familiar Pick Ten system returns with an extraordinary amount of options.

Levelling up now gives you an Unlock Token, allowing to buy new guns and perks, and you can assign any of the above to your

STAT OPS



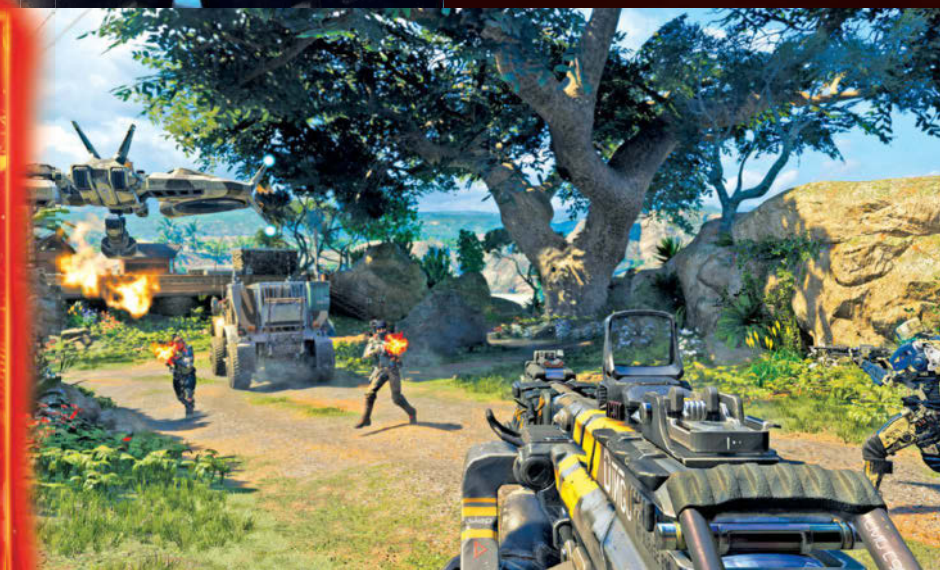
\$1,000,000

Total COD Champs 2015 prize pool



1,000,000,000,000,000 XP

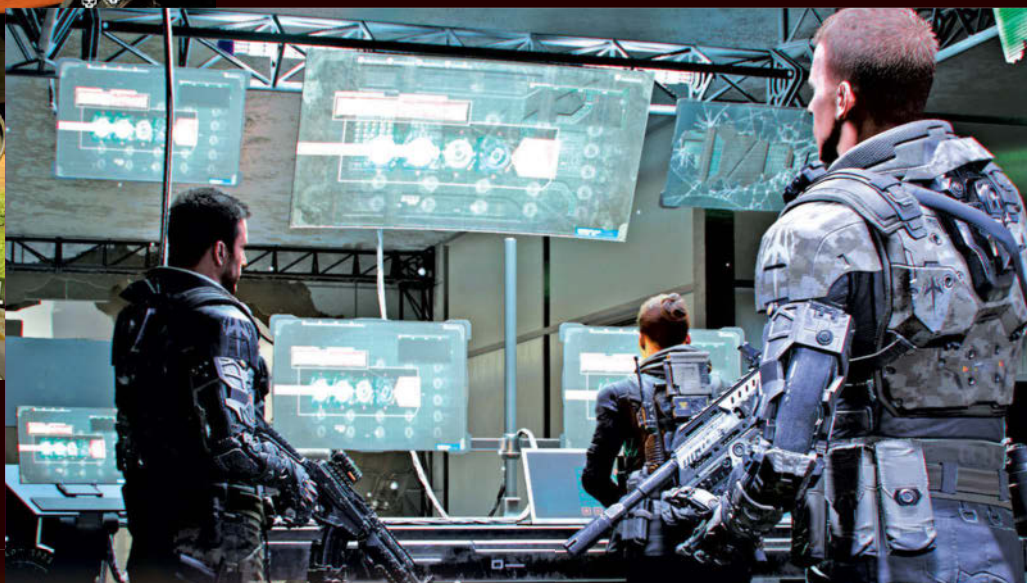
The mind-boggling amount of experience earned by players across all *COD* games





△○×□ Map design seems solid and choke points quickly become clear.

△○×□ For all the great tech they have, we bet these guys don't have a chopper that blasts *Take On Me*.



"THIS ENTRENCHED, DOMINANT SERIES IS STILL VERY RELEVANT IN 2015"

chosen character, as well as the Specialist class on top. Typically, some guns rise to the top of the popularity tree as they appear (or just are) overpowered, but Treyarch's focus will be on making all manner of approaches as viable and powerful as possible.

Of course, if multiplayer isn't enough for you, Treyarch is bringing back the co-op mode for *Black Ops III*'s campaign. Much like the often-forgotten equivalent in *World At War*, four players can team up to take on the story, automatically lending the campaign a tactical edge that other *Call Of Duty* instalments have lacked.

And then there is the small matter of Zombies. The mode that Treyarch created and YouTube popularised is back once again, this time featuring Jeff Goldblum (of all people) amongst the cast, and a throwback to Thirties style. It's an acquired taste, and it will never replace *Left 4 Dead* in the hearts and minds of refined gamers the world over, but as another string to *Black Ops III*'s bow, it's impossible to complain about.

And you could say that about *Black Ops III* as a whole, really. The beta has proven that this entrenched, dominant series is still very relevant in 2015, offering the kind of relentless multiplayer experience that might not have the breadth of *Battlefield* or the dynamism of *Destiny*, but still has an uncanny way of hooking you in and not letting go until you've hit your fifth Prestige. Yeah, Treyarch really does know what it's doing...



△○×□ Class modification is as flexible and personal as ever.

EVERYTHING YOU NEED TO KNOW ABOUT

HORIZON ZERO DAWN

25 reasons Guerrilla's ambitious
RPG is PS4's secret weapon



1 IT'S NOT KILLZONE

Sure, it's an obvious point to make, but it's an important one and for several reasons. For one thing, it's the first new IP Guerrilla has worked on since *Killzone* in 2004. The team has a lot of good ideas, but can only do so much with *Killzone*'s setting. Secondly, *Horizon* is further proof of Sony's willingness to let its teams experiment with new and exciting things.

2 GUERRILLA HAS TIME ON ITS SIDE

Considering how many high-profile games slipped from the PS4's launch window, it was crucial that *Shadow Fall* hit its deadline and released alongside Sony's new console. While the game never felt all that rushed, it's clear that it could have been tightened up and improved (especially its campaign) with more time – a luxury the team didn't have last time but will have with *Horizon*. Without a tight deadline, hopes are high that *Horizon* will deliver on its potential.

3 IT'S ALREADY FOUR YEARS IN

Horizon has been in the pipeline since shortly after the release of *Killzone 3*, with a team of just 10-20 people working on it in the early stages and the rest of the studio coming on board after *Shadow Fall* shipped. Considering that the team doesn't have the resources of Ubisoft or EA's networked teams, this extra time is important, not least as the game's engine needs to be adapted to accommodate an open-world RPG experience.

4 A STRONG FEMALE LEAD IS WELCOME

Diversity and equal representation are important in pulling gaming in line with other forms of media, especially considering the seas of buff dudes with guns, damsels in distress and embarrassingly objectified characters that we've endured over the years. Aloy is a skilled huntress with both her bow and her arsenal of traps and thrown weapons. She's confident and powerful while also managing to comfortably avoid many of the negative tropes that have plagued female leads in the past.

IT'S SET 1,000 YEARS IN THE FUTURE

While Aloy and her tribe might suggest a historic setting, the robotic predators that roam the wilds and the high-tech gear both reveal the truth – we're actually looking at a futuristic setting. After nature reclaimed the land, new tribes popped up among the ruins and overgrown cities, as well as the mysterious legions of robotic beasts that now call this wasteland home.

NO LOADING TIMES

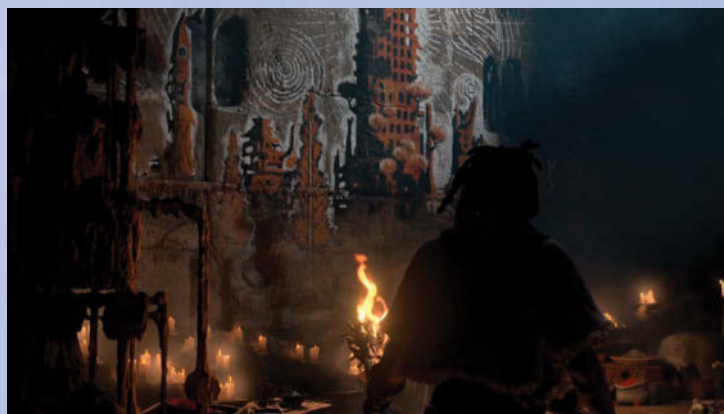
With the promise of a huge open world to explore at your leisure, the fact that *Horizon* won't have any loading times between areas is big news. This means that the environments seen in the early footage will all be connected. That's not to say that there won't still be loading, of course. Devs are just getting increasingly smart in hiding it, whether it be through streaming landscapes or hiding brief loading periods behind cutscenes, as games like *Arkham Knight* do so well.

THE ENGINE IS INSANE

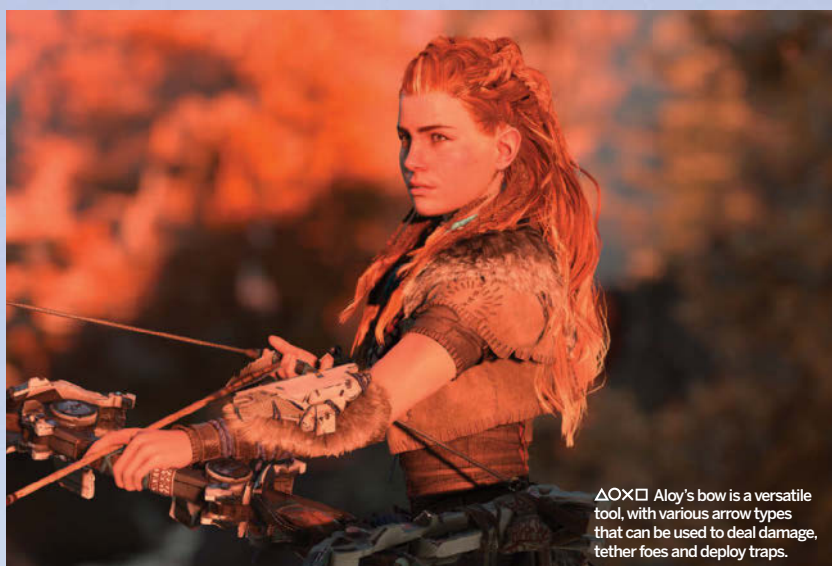
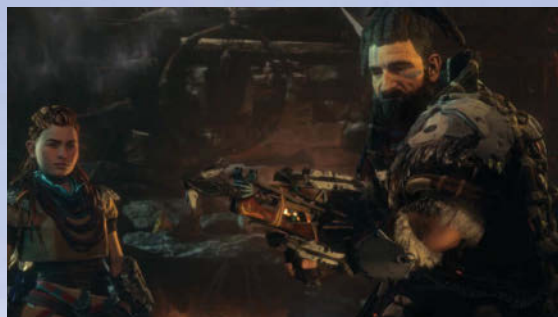
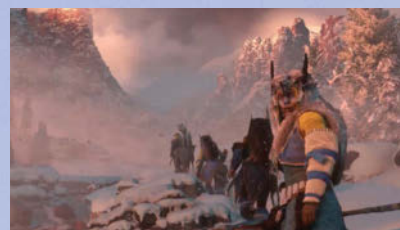
From a technical perspective, Guerrilla's custom engine created for *Killzone Shadow Fall* is incredible. Even more impressive, though, is the way in which this same engine, despite being made for FPS battles, has been adapted to deliver even more amazing results in an open-world setting. *Shadow Fall* did have a habit of showing incredible draw distances, the key difference here being that it's all play space, not backdrops.

ROBOT DINOSAURS ARE COOL

Remember Zoids? Well, Guerrilla evidently does as a lot of the robotic creature design is similar to the line of Tomy toys. The level of detail in these buggers is insane, plates and wires and all kinds of other junk making them seem like actual mechanisms while offering dynamic ways in which to deal damage to them. We've seen the UFO-headed Brachiosaur-esque things and of course that Thunderjaw, but we can't shake the feeling that there are bigger robosaurs still to be seen...



△OX□ Cave paintings could help build a better understanding of the events that led to the collapse of the world as seen in the game.



△OX□ Aloy's bow is a versatile tool, with various arrow types that can be used to deal damage, tether foes and deploy traps.



△OX□ When you see it running on a big ol' TV, the level of detail evident in the huge robotic monsters is simply staggering.

9 A HUGE OPEN WORLD TO EXPLORE

Offset against the mechanical monsters, the dilapidated world that exists as the ghost of our own modern society is all the more impressive. Just like in the naturally reclaimed world of *Enslaved*, there are loads of vistas to be seen and it's all one big interconnected landmass, meaning you can pretty much go wherever you like. With huge beasts on the prowl, though, you may need to be careful what you engage before you power up.

10 THERE ARE NO GUNS

Firearms are a spray-and-pray way of making games easier – hold down the trigger, look at what you want dead and chances are it will be in a matter of seconds. There'll be none of that nonsense here. *Horizon's* focus is on skill, not to mention the fact that using primitive weapons to take down mechanical monstrosities is a great way of turning conventions on their head. Letting players use guns would interfere with that sense of accomplishment.

11 IT'S DEFINITELY AN RPG

While the two series it claims to sit between in terms of mechanics – *The Elder Scrolls* and *Assassin's Creed* – might leave a large gulf into which *Horizon* could fall, it's clear that the game will wear its RPG credentials proudly. Skill trees, crafting systems and a world where character level matters are all slated, and while we're concerned that the studio has only done shooters in the past, we're confident in its ability to deliver.

12 CRAFTING IS VERSATILE

Blasting parts off the larger robot things isn't just a way of exposing their core circuitry – the metal and tech you knock free can actually be claimed and used in your own creations. It's not just electrical stuff that can be repurposed. Some of the creatures live to extract some kind of essence from the world, so stealing this mysterious fluid from them will be a key part of progression.

13 THUNDERJAW LOOKS GREAT

Boasting the form of a T-Rex only without the pathetic arms, Thunderjaw is one intimidating SOB. The fact that it comes into play (and indeed gets downed) so early in the story, however, would lead us to believe that there are even bigger monsters waiting for us, although we're sure there are better equipped and even more terrifying versions of these guys roaming the wastes, so let's not get ahead of ourselves...

14 BUILDS AREN'T FIXED

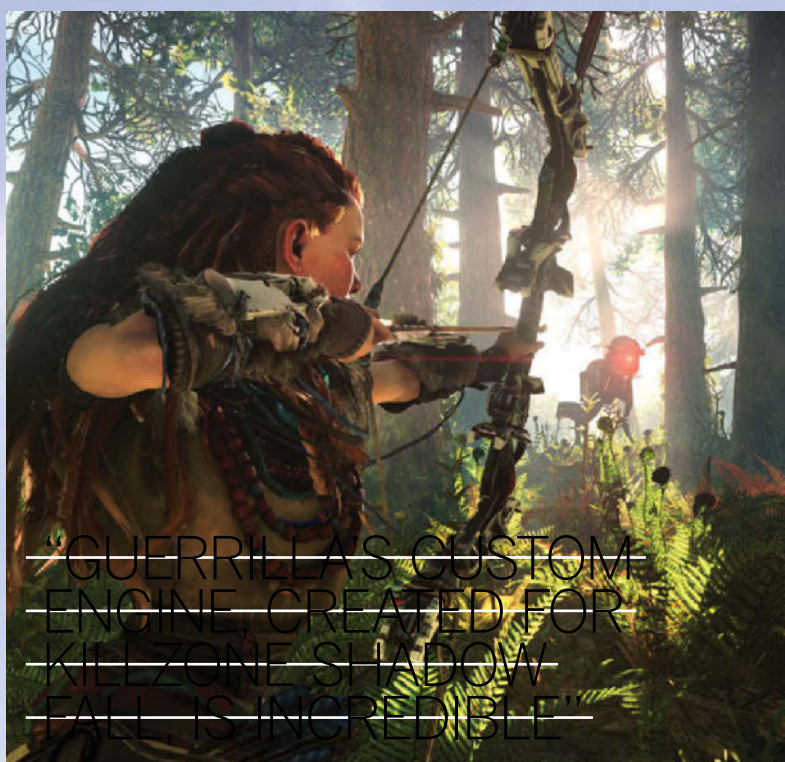
All too often in RPGs, you can pour loads of stat points into something before realising that doing so is a complete waste of time. *Horizon* will apparently allow you to rectify such mistakes and indeed respect as the situation demands – builds will be fluid and allow you to switch skills as required, meaning you could dump your bow skills for a mission that doesn't require archery or put everything into sniping if the mission requires it.

15 THINK MONSTER HUNTER

Everything reminds us of Capcom's hunting game, to some degree. But just seeing Aloy roll away from a charging Thunderjaw gave us crazy flashbacks to evading Uragaan and Rathalos stampede attacks, which is immediately enough for us to get on board with the game. Seriously, play *Monster Hunter*. There's no better series for preparing for boss battles in other games, and it's so satisfying when your roll game is on point.

16 THERE'S NO ONE 'WEAK POINT'

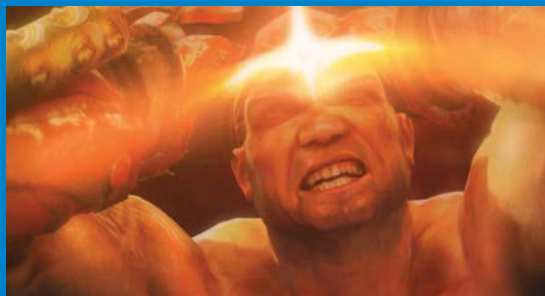
Each robotic creature is a modular thing, with loads of targetable areas and bits you could theoretically break off – the Thunderjaw, for instance, has nearly 100 individual body parts, each with their own HP stats and strategic value. While it does have a 'heart' of sorts (the glowing panel underneath), you can still bring it down by revealing and assaulting other key mechanisms if you're skilful enough.





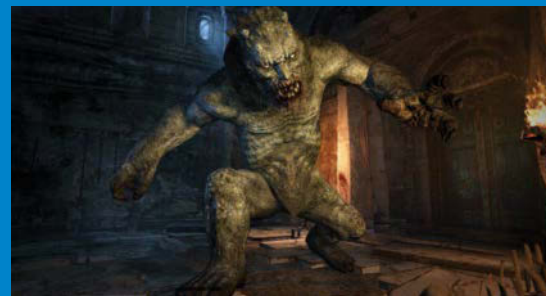
GOING THE DISTANCE

A few games to play to get you in the mood for Horizon



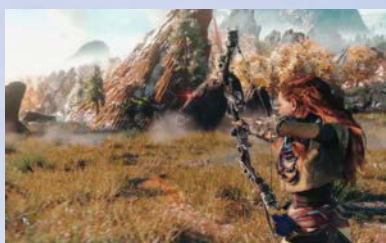
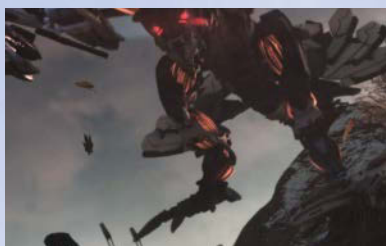
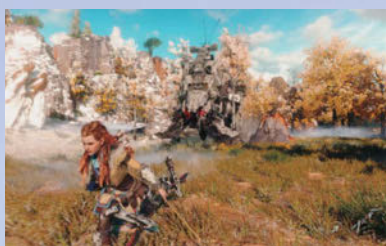
ENSLAVED

Ninja Theory's twist on the classic *Journey To The West* tale used a similar setting to *Horizon* by featuring derelict buildings from a bygone age reclaimed by nature while the world is populated by mechanical enemies. Playing as the protagonist, Monkey, you get to hit these with a big stick, which is (somehow) even more primitive than using a bow and arrow.



DRAGON'S DOGMA

A huge open world where you'll be attacked by all sorts of beasties and need to decide when to fight back and when to run for your life. After our time analysing *Horizon*, something tells us that *Dragon's Dogma* will be surprisingly good training for dealing with a post-apocalypse where gigantic robotic dinosaurs rule the earth. Goblins, Arisen!



MONSTER HUNTER FREEDOM UNITE

The entire reason Luke has been in publishing so long is that he dreamed of one day having creative control of an outlet through which he could spread the good word of *Monster Hunter*. And that's exactly what is happening RIGHT NOW. Seriously, though, being able to deal with big-ass monsters is a skill that will do you proud in *Horizon*, so go get your hunt on.

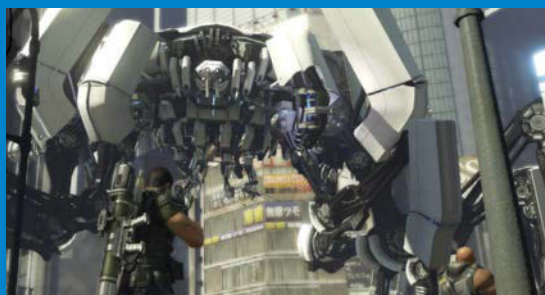


THE WITCHER 3: WILD HUNT

Similar to *Dragon's Dogma*, there are times in *The Witcher 3* when you need to realise that you're not yet ready to deal with threats that present themselves. It's not a skill we often need in gaming – usually we're only given things to fight that we should be able to beat at that point – so any training you can get in this fight-or-flight mentality should be appreciated.

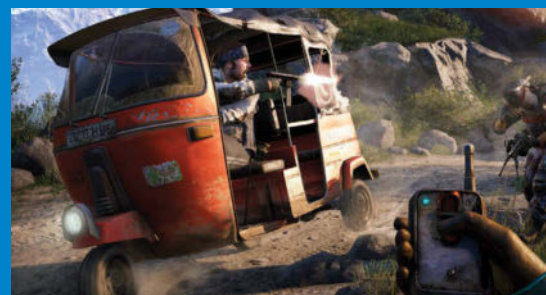


△×□ Turning bits of damaged enemies into new weapons and gear will allow for some outlandish stuff to be created and improved.



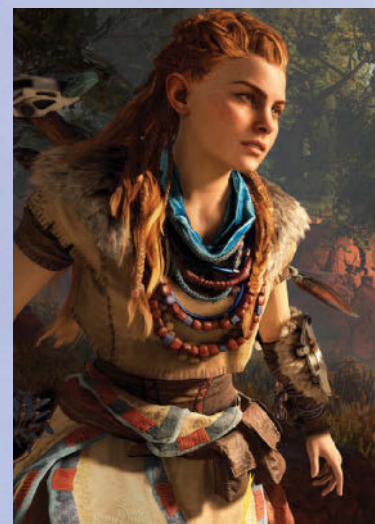
BINARY DOMAIN

Sega's shooter plays around with a lot of themes but chief among them is robotics. You've killed all manner of human, alien and fantasy enemies in your gaming career but chances are robots represent a blind spot – give this a go and see what our metal 'friends' are capable of. They're not dinosaurs, but the intentions of the two races may not be all that far removed from one another...



FAR CRY 4

It's going to be important to have a good handle on Aloy's bow, so why not duck back into Ubisoft's open-world hunt-'em-up and see how you get on without using any other weapons? Or, for that matter, any other major game from the last few years – everyone seems to be in love with the bow these days, so there are plenty of different ways to practice.



17 YOU CAN SET TRAPS

Action-RPGs are typically about being pro-active, so it's nice to see one where being reactive or even preemptive can offer similar rewards. Set, bait and execute a trapping play well enough and you'll find yourself in charge of an encounter, although failure to capitalise on this advantage can still leave you on the back foot. They're robot dinosaurs, while you have a bow – you sort of need to make every advantage you can get count.

18 BOWS ARE AWESOME

Whether it's an arrow to the head of a particularly annoying honey badger or a well-placed explosive bolt in *Call Of Duty: Black Ops III*'s multiplayer, there's something supremely satisfying about landing a perfect shot with a trusty bow and arrow. *Horizon* will take this a step further, allowing us to fell beasts infinitely more technical than our stick-and-string should allow – it's almost like being able to destroy a tank with a spud gun, or fell a bear just by calling it names.

△×□ Either this old dude is the best teacher ever or Aloy is just a natural – her bow skills are absolutely incredible.

19 YOU CAN USE ENEMY WEAPONS

As we've mentioned, you won't be able to blow a powerful machine gun off an enemy robosaur and just use that for the rest of the game – larger weapons that dropped may only be useable for the duration of that specific fight. However, there's nothing to stop you rinsing a creature of all of its armoured exterior and then using that scrap to create a surplus of armour-piercing metal arrows, or turning its core into a makeshift explosive to use on your next target.

“WE HAVE A T-REX”

A teardown of the terrifying Thunderjaw

If you can identify the power source of an enemy, chances are you'll have a fair shot at immobilising it with a well-placed arrow. In this instance, if we were the robo-dino, we'd have probably tried to make the fact that we run on anally-inserted AA batteries a little more of a secret.

Not all parts you blow off are going to be helpful – sometimes, the only casualty will be a bit of paneling. That's not to say that all creatures will be created equal, however. Some dinosaurs had their brains in their tails and the same could be true of *Horizon*'s robosaurs.

If you can blast this launcher loose, you can actually use it to attack the beast. It's a temporary thing – it's far too large to carry any kind of distance – but it's the most immediate example of using enemy tech against them.

We'd like to think that this debris stuck in the creature is symbolic of a previous fight, either with another online player or with your own Aloy. Either way, you might as well make use of the fact that someone else already made a start on piercing this bastard's armour...

Once you get rid of the armour plating that makes up much of the exteriors of these beasts, you'll have a decent shot at the circuitry that makes them tick. Whether you try to short them out with charged shots or cut off power to certain areas, is up to you.

This is the bit you want to avoid. That jaw is going to hurt a lot if your rolls aren't on point but at the same time, when the beast lets out its deafening roar, that's probably not a terrible time to stick your most explosive arrows down its mechanical throat.

“SMALLER ENEMIES LIKE THE WATCHERS WILL PRESENT A CHALLENGE WHEN YOU START OUT”



20 NATURE VERSUS TECH

The combination of natural elements, primitive tech and advanced robotics works brilliantly to *Horizon's* benefit. There's always going to be something inherently satisfying about bringing down a more advanced foe using just a few sticks and stones, plus this fusion of elements gives the team near enough free rein to do whatever it wants in this incredible new world.

21 IT HAS NEW VEGAS' WRITER

Guerrilla has recruited *Fallout: New Vegas* writer John Gonzalez to help ensure that its RPG has clout outside of the studio's own comfort zone. There have been several other high-profile hires, suggesting that Guerrilla is taking this venture seriously – while it may have the technical skills, bringing in experts from other fields is definitely a positive.

△OX□ Regular animals presumably still exist, otherwise how are the humans managing to make clothes out of fur?

22 THERE'S NO TUTORIAL

In this day and age, when we all apparently need to be told what to do and when, this kind of freedom is rare and appreciated. With no pop-up box telling you to shoot at parts of enemies or run away when a *giant freaking robot* is attacking you in the first few hours, you'll have to feel out the world for yourself and work out where you stand within it. Should be interesting...

23 IT'S A PRETTY BIG RISK

As much as we love that Guerrilla has been allowed to shelf *Killzone* for a while, it's clearly not the most commercially safe move. That said, *Horizon* came away from E3 with nothing but praise, so we'd like to think that this will convert into popularity. Word of mouth hasn't worked out too bad for games like *Life Is Strange*, so fingers crossed this move pays off.

24 WE DON'T HAVE TO WAIT LONG

So *Horizon* doesn't actually have a fixed date, rather a vague 2016 window. But with so much already going on in Q1, that still leaves half a year Guerrilla and Sony could choose to launch in without even risking the busy holiday window. We can see a summer release working out well – there'd be no competition and the game already has a fair following, meaning it can get away with a lot more than most.

25 LEVELLING MATTERS

We're not huge fans of having enemies scale as we level, as it tends to prevent you from feeling powerful. Here, even smaller enemies like the Watchers will present a challenge when you start out but a few levels later, you'll be able to take them down with ease. *Dragon's Dogma* did this really well so we're looking forward to seeing *Horizon* expand on this.

INDIEVELOPMENT

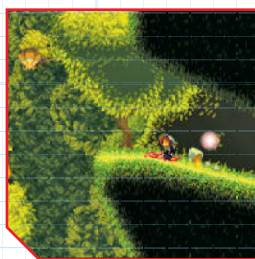
Our indie expert Paul Walker-Emig delves into the exciting, strange and intriguing world of indie development to pick out the best of what's coming to PlayStation



ONE OF THE cool things about indie titles is that, unlike the majority of triple-A games, they tend to chase beauty when it comes to their art style, rather than photorealism. That's precisely what **HEART FORTH, ALICIA** is doing. As you can no doubt tell by looking at it, the game is a love letter to the 16-bit era that draws on the colourful, chunky pixel art of the Nineties to create a stunning stylised world. It also takes its cues from the games of that era when it comes to the way it plays. Creator Alonso Martin says that his goal with *Heart FORTH, Alicia* is create a Metroidvania RPG that blends the best of the likes of *Castlevania: Symphony Of The Night* and the *Zelda* series – exploration, puzzle solving, and action – with the kind of deep and intricate story that you'd get from something like *Xenogears*. Martin originally came up with the concept for the game eight years ago, but it's only since its successful Kickstarter campaign in 2014 that development really took off. Due to hit PS4 and Vita in early 2016, the game is looking like a deep and

ΔOX□ Bizarrely, along with these beautiful pixel art vistas, the game has a live-action story that's told alongside it called *The Woman*.

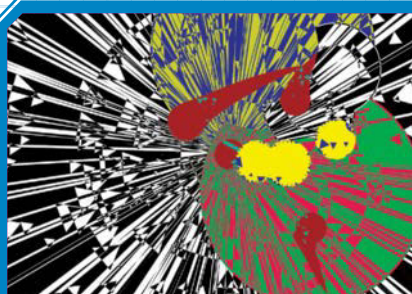
ΔOX□ The game will mix Metroidvania action with RPG elements reminiscent of *Zelda*.



accomplished title from a developer who has clearly poured his heart into it.

As good as it looks, the quality of *Heart FORTH, Alicia* remains in question, because we haven't yet played it. That's not the case with **GANG BEASTS**, a fantastic multiplayer game that we've been singing the praises of since before it was announced that it would be coming to PS4. What makes it so great? Well, we're not sure there's a game that has made us laugh harder and louder than the first time we jumped in for a four-player battle in *Gang Beasts*. The objective of the game is to throw your opponents into hazards in the level – incinerator pits, industrial machinery and so on – in order to eliminate them. The basics of doing that revolve around your ability to punch, grab and lift. Best

an opponent in a fistfight and you can temporarily knock them out, making it easier to lift them above your head and send them to their doom (though you can and will wrestle opponents towards their death while you're both still conscious and swinging wild punches). There's something indescribably hilarious about managing to grab a hold of the back of one of the gelatinous plasticine-looking characters being controlled by one of your friends and repeatedly punching them in the back of the head while they drag you around struggling to break free. The fact that it was already a wonderful party game when we played it in its early alpha state makes us very optimistic about the future of *Gang Beasts* and its unique brand of clumsy and chaotic violence.



DEV DIARY **Myriad's Erlend Grefsrud weighs in on console development**

Console development ain't what it used to be. Once upon a time, you poked values into registers via a wafer-thin API and hoped the hardware documentation reflected the ISA implementation. Nowadays, you press CTRL+B in Unity and your PC game is suddenly a PlayStation game.

Only a few years ago, console development was mysterious and cloak-and-dagger. Now it's a question of owning a legal entity and making a good game. Fortunately, there's no reason to miss the days of yore when only high-level wizards sporting grimoires of illicit assembly hacks could get real work done. In the future, anyone will be able to press CTRL+B.



Talking of absurdity, our next game is **NUCLEAR THRONE**, the latest from *Luftrausers* and *Super Crate Box* developer Vlambeer. *Nuclear Throne* is a procedurally generated top-down action roguelike set in a radioactive wasteland populated by mutants. Being a mutant, you are able to gain new mutations – like shotgun fingers, for example – that will aid you on your quest to become ruler of the wasteland as you level up. The game has been in early access on PC for an age, with Vlambeer making almost weekly tweaks to the game as it is being developed. Basically, PC players are playtesting the game for us so that its insanely paced action is perfectly tuned by the time it hits PS4 and Vita. Thanks very much, guys. With a dozen playable characters, over 80 powerful weapons ranging from screwdrivers to ion guns, and loads of mutations to choose from, the game promises to be full of possibilities when it comes to play-style and tactical approaches.



△×□ The arcade action of *Nuclear Throne* is precisely what we expect from Vlambeer.

“DESPITE BEING 2D, DEVELOPER WHITE RABBIT SAYS THAT DEATH’S GAMBIT IS OPEN WORLD”



△×□ The game follows a *Dark Souls*-like structure with replenishing healing items.

We'll start off talking about our final game by mentioning that it's got gigantic bosses that you have to climb to defeat – a sure-fire way to win us over. The game is called **DEATH'S GAMBIT** and it's scheduled to come to PS4 in 2016. It's a 2D action-RPG with what looks like a challenging combat system primarily based on melee weapons. Despite being 2D, developer White Rabbit says the game is open world, though you will have to beat the epic bosses in order to open up areas. The game is set in a medieval world in which Death has offered you the chance to go on living if you agree to end the source of immortality in the game's world. Speaking of that world, we really like the style of the game's pixel art and animation, which finds style in simplicity. We doubt that 'simplicity' is a word that'll be popping into our heads while we're scaling those skyscraper bosses, but we certainly look forward to giving it a go.

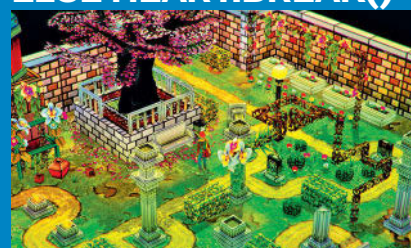
FUNDED THE DWARVES

PLATFORMS: PS4
ETA: JUNE 2016



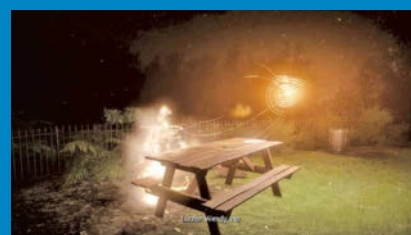
One of the concerns with Kickstarter titles is whether or not the teams will ever actually get the games done. Given that *The Dwarves* developers King Art Games has two Kickstarters that it has delivered upon with *Battle Worlds: Kronos* and *The Book Of Unwritten Tales 2*, we can be confident it'll do that again with *The Dwarves*. The team is promising an epic story, tough decisions and a combat system with tactical depth.

WISHLIST ELSE HEART.BREAK()



In truth, we're getting a little worried that *else Heart.Break()*, a game that's been in development for PC for some time now isn't even going to make it to *that* platform, let alone the PS4. Still, we reckon this 3D adventure game in which you play a man who moves to the big city and searches for love and purpose among a group of hackers and activists would be a great fit for PlayStation, so we're going to have to keep our fingers crossed for this one.

IF YOU LOVE... BEYOND: TWO SOULS



If you are into games with a strong focus on story, we'd definitely recommend *Everybody's Gone To The Rapture*.

△○×□ The game looks to be using more detailed versions of character models for cutscene – an old trick but an effective one all the same.

ETA 18 MARCH 2016 | PUB SONY | DEV NAUGHTY DOG | TWITTER @NAUGHTY_DOG

Uncharted 4: A Thief's End

The adventure starts here



RIGHT NOW, WE'RE really quite jealous of you. You see, you're in the future as far as we're concerned, or at least you will be by the time your eyes see these words and these lovely images.

And that means that for you, *The Nathan Drake Collection* is either just days away or it's already available. We tried several things to get to where you are a little quicker – an initial attempt to invent time travel can comfortably be described as a catastrophic failure and even hibernation didn't work, interrupted as we were by daily annoying phone calls about how we 'had to go to work' or something. Rubbish. But for you, the lucky people of tomorrow, one of the greatest adventures in PlayStation history is about to begin anew. And whether you were there for the first run or you're just catching up with the antics of one Nathan Drake, you're in for one hell of a ride.

The Nathan Drake Collection is an important starter course before the sumptuous main that is *A Thief's End* – now confirmed to be arriving mid-March, release date fans – as all signs are pointing to Drake's true PS4 debut being his final voyage.

We know how good Naughty Dog is at telling great stories, but a little prior knowledge will go a long way in terms of understanding the relationships between the superb cast of characters as already established by the three PS3 games. As such, the delay of *A Thief's End* to 2016 almost feels like a godsend, the remastered collection giving new additions to the PlayStation family and those who simply missed out on one or more of the games plenty of time to dive back into some true greats and get their homework done ahead of release. See? Delays aren't always bad, people. Now get on with the adventuring already.

Truth be told, there's not a whole lot more to say about *A Thief's End*, and we'd rather keep it that way – that extended gameplay sequence we saw at E3 was enough to tell us that Naughty Dog had brought its A-game and the less of the experience we can have spoiled for us ahead of getting the final game in our hands, the better. We do know that Robin Atkin Downes – the voice actor behind the extremely odd trinity of MGSV's Miller, *Saints Row*'s cockney protagonist option and *No More Heroes*' Travis Touchdown, among others – will

be involved (he's awesome, in case you somehow failed to pick up on that from that resumé) in some capacity. But given that he has played different characters in every *Uncharted* game so far, that doesn't really tell us an awful lot about whether it'll be another familiar face or an all-new character.

But getting involved in Drake's history isn't the only reason *The Nathan Drake Collection* is an exciting proposition, oh no. As well as three great games, you'll also score yourself a place on the multiplayer beta for *A Thief's End*, currently slated to run in December. What this means is that you could be one of the first people to play the new game in the comfort of your own home, to have your friends see you as online and playing months ahead of launch – to see this beautiful thing with your own two eyes. There's even the chance that locations and elements in the beta could offer additional clues as to what to expect from the main game's campaign. It's unlikely that Naughty Dog would make the rookie mistake of letting plot details slip in this way, so it's probably safe to rule out shark-jumping multiplayer maps set on the moon or in Drake's own mind right now.

"THE DELAY OF A THIEF'S
END TO 2016 ALMOST FEELS
LIKE A GODSEND"

WHAT MAKES THIS GAME GREAT?

-  It's *Uncharted 4*. Come on, do we really need to say any more than that?
-  Well, there are four boxes to fill here, so it looks like we do. Um, *look at it?*
-  No other studio has a better handle on Sony hardware than Naughty Dog.
-  This element is so redundant for this game that it's unbelievable. IT'S *UNCHARTED 4*.


Still, we could stand to at least get a better sense of place ahead of release – multiple locations are a given and we only really know of a handful so far. Also, there's the fact that it will probably be quite good. *The Last Of Us* offered a surprisingly tight multiplayer suite and given that *Uncharted's* online component has always been fairly popular, Naughty Dog won't want to miss this chance to offer multiplayer thrills that rival the core games' bombastic set-pieces.

So don't throw this away – don't miss your chance to get in on the biggest game on PS4 ahead of everyone else. We're sat here in the past banging our cutlery impatiently on the table while the waiter is headed your way RIGHT NOW with something that looks and smells *delicious*. Manners be damned – tuck in already.

Luke Albigés

UNCHARTED 4: A THIEF'S END is preparing for adventure with the seasoned veterans at Naughty Dog. Steal some more info here: naughtydog.com



 Draw distances are insane and not just for show, either – in the demo, we see Drake and Sully race all the way down to that coastline.

ETA Q2 2016 | PUB ARKANE STUDIOS | DEV BETHESDA SOFTWORKS | TWITTER @DISHONORED

Dishonored 2

Sea, sun, sand and... swords



COMPARED TO THE original game, guard AI, the upgrade system and the difficulty curve have all been changed for *Dishonored 2*. But

the greatest difference no doubt is the setting – Karnaca, a seaside town recognisable to fans as the birthplace of protagonist Corvo Attano, couldn't be further from the grungy grey streets of Dunwall. Sun-rinsed and humid hot, it's not the kind of place that immediately screams 'stealth game', nor does it imply the same moody, Victorian London class struggle undertones as the first *Dishonored*. But Karnaca is certainly not as bright and lovely as the establishing vista would suggest. Take a closer look at *Dishonored 2*'s first (and so far only) trailer, and you can see people being executed in public, robot guards patrolling the streets, and dead bodies covered with pustules, out of which emerge swarms of strange flying insects. As well as political and social strife, Karnaca is under siege from an outbreak of

Kaldwin, the young Empress of the Isles who is once again on a mission to reclaim her rightful place on the throne. Corvo's abilities, like Blink, Possession and Bend Time will all return from the first game, while Emily will come armed with a handful of new tricks. She's able, for instance, to craft her own Bone Charms, chucking together different ingredients and abilities to create custom status effects. Want to swim faster, while also jumping further and sprinting for longer? Emily will be the character for you. It's early days for *Dishonored 2*, but it seems the various levelling up and RPG elements, which often felt half-baked in the original, have been expanded upon.

Good thing, too. Guards no longer follow prescribed routes – they split off in different directions, coordinating a group search between them. They also react spontaneously to different circumstances. Instead of blindly attacking in the same fashion every time they spot you, a trio of guards will divide up based on what weapons

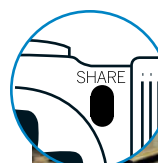
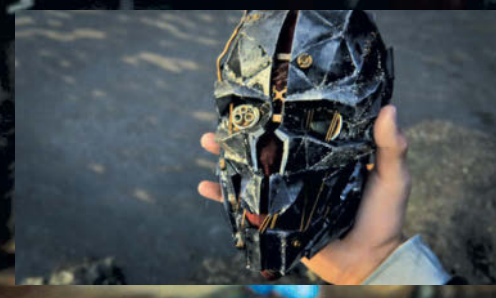
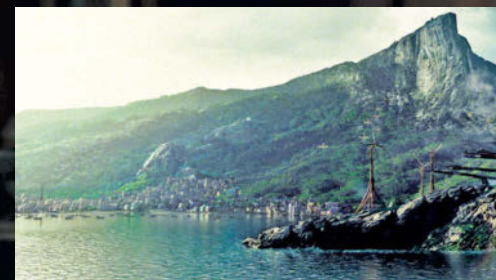
they're carrying, with sword-wielding troops encroaching slowly from the front while an officer with a rifle stays at the back to provide cover fire. In

response to complaints that *Dishonored* was too easy, Arkane is ramping the difficulty in *Dishonored 2* way up, as well as implementing options and changeable parameters to let players customise how tough they want the game to be.

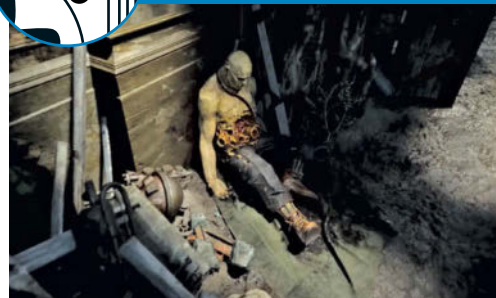
So in all, *Dishonored 2* sounds like a much bigger, more substantial game. Karnaca is an iffy prospect – despite the sunnier exterior, the city's politics and drama seem identical to Dunwall's, and Arkane might just be banging the same drums narratively – but the rest of what's been revealed so far is tantalising. Like a shadow carrying a sword, perched on a rooftop somewhere above your head, you should keep an eye on this one.

Ed Smith

DISHONORED 2 is being crafted into a bone charm by Arkane, the studio behind the original game. Check dishonored.com for more details.



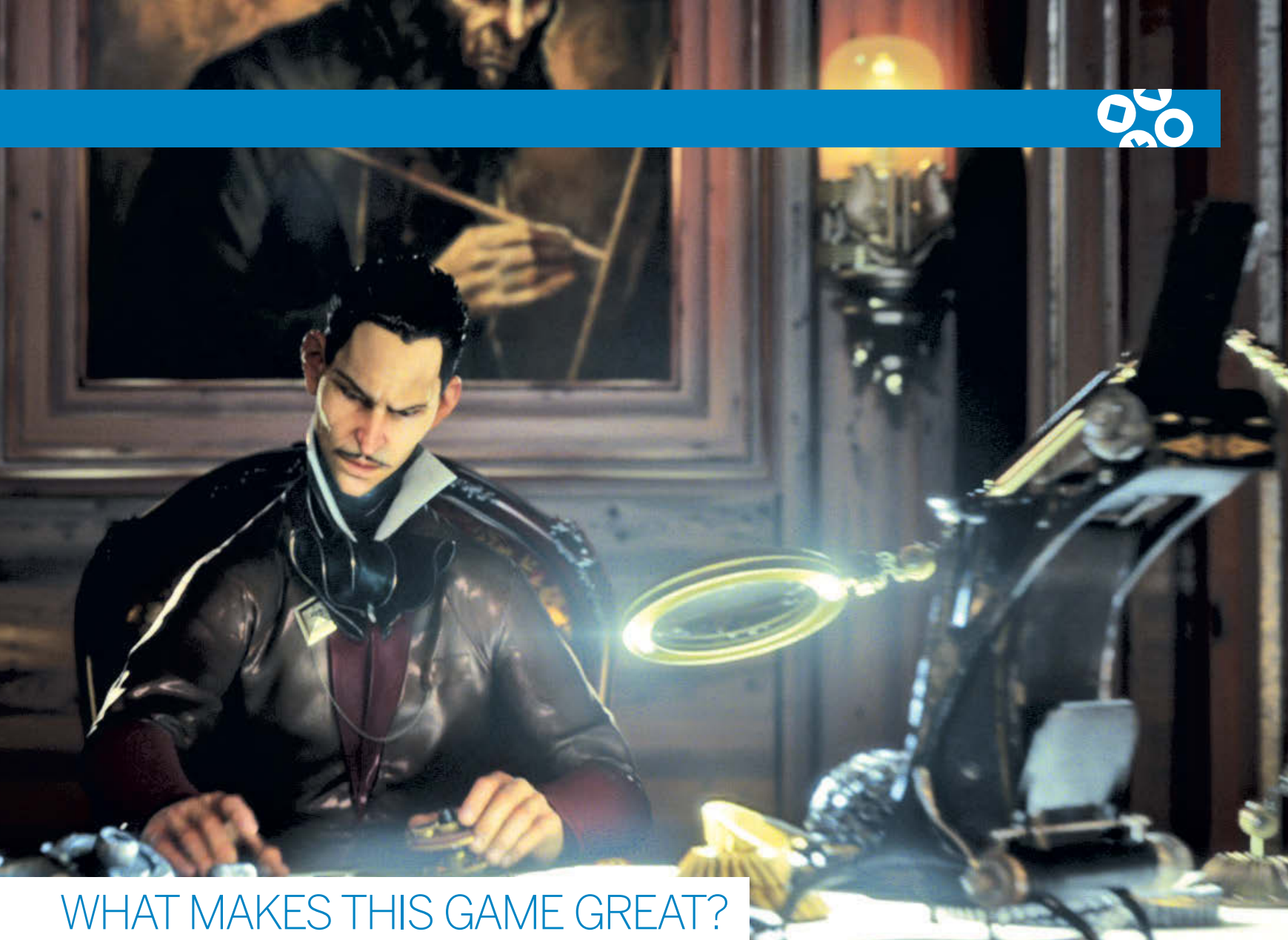
SHARE THIS



FREE THE BLOOD FLIES

Let the bodies hit the floor!

The corpses you find around Karnaca, the ones racked with plague, contain an aggressive insect called the Blood Fly – by stacking dead bodies on top of each other, you can create a swarm of these little buggers, using the angered Blood Flies to distract and even attack guards. The more bodies you drop, the bigger the swarm. Expect plenty of screenshots and videos of fly-related carnage.



WHAT MAKES THIS GAME GREAT?



Revamped skill and upgrade systems give you new ways to approach targets.



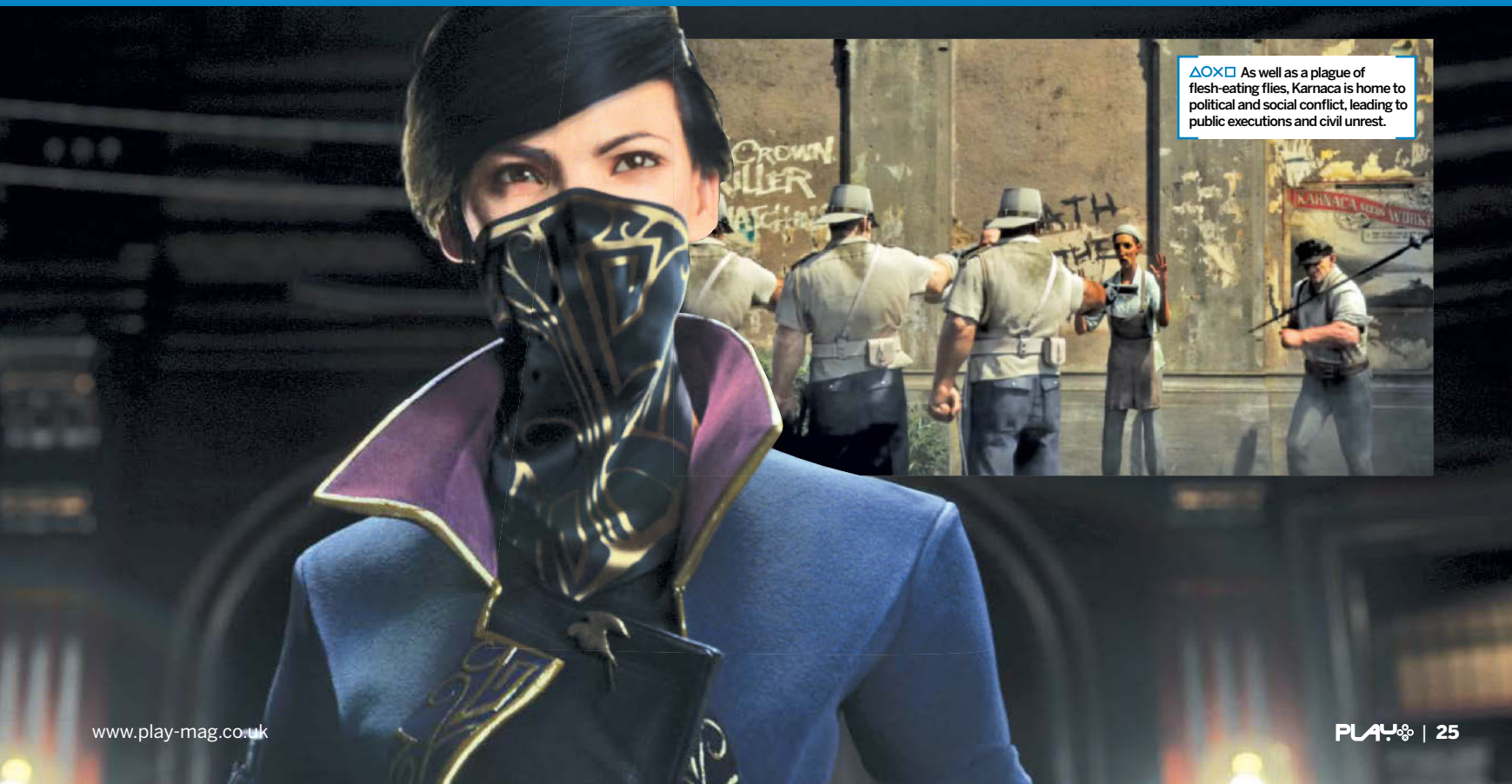
Set 15 years after the events of *Dishonored*, it allows you to play as either Corvo or Emily.



AI has been ramped up in response to cries that the original wasn't hard enough.



It's directed by Harvey Smith and Raphaël Colantonio, who co-directed the original.



AOX As well as a plague of flesh-eating flies, Karnaca is home to political and social conflict, leading to public executions and civil unrest.

ETA Q1 2016 | PUB SONY | DEV INSOMNIAC GAMES | TWITTER @INSOMNIACGAMES

Ratchet & Clank

“Mummy, where do Lombaxes come from?”



IN THIS AGE of remasters and effortless upscaling, it's nice to get a full, honest-to-goodness remake every now and then, isn't it? And

when that remake is one of the PS2's flagship games, it makes us stop what we're doing and look up. *Ratchet & Clank* has a special place in our hearts – it was a spiritual continuation of the Golden Era of platforming that began with the original PlayStation: the first game was a stellar effort, a colourful fun intergalactic space opera appealing to adults and children alike.

So some people might be mad that the game is being remade. But Insomniac Games has a

point in doing this – there's a reason the studio isn't just pumping out another sequel. Insomniac wants to go deeper into the story of Ratchet's origins and plunge further into the lore of the quirky universe that he inhabits. You can't do that with some easy prequel, no – you've got to restart the whole canon.

But the point of the reboot goes further than just starting the story again – who plays platformers solely for their stories, anyway? By remaking the first game from scratch, Insomniac can rework the level design – for all the original game's strengths, it was kind-of a jack-of-all-trades, master of none, right? Yeah, the linear

levels were well thought out, but the boss fights, the Clank sections and the flight sequences were all a bit... loose.

Ratchet & Clank on the PS4 is making a point of going back to these substandard areas of the game and reworking them, using the console's significantly improved memory and processing power to retry these sections and buff them until they're as shiny as Clank's metal behind. This includes giving Ratchet a whole new arsenal to play with (because what's an Insomniac game without ludicrous guns?) that combines fan favourite armaments from the *entire series* with brand-new guns that make the bog-

“INSOMNIAC WANTS TO GO DEEPER INTO THE STORY OF RATCHET'S ORIGINS”



UP YOUR ARSENAL

Ratchet & Clank is known for its weapons. Here are our picks...



GROOVITRON

This is a disco ball of doom that was introduced in *A Crack In Time*. It plays music that causes any enemy within its area of effect dance uncontrollably. It sounds innocuous enough, but this thing could make the hardest parts of the game a cakewalk.



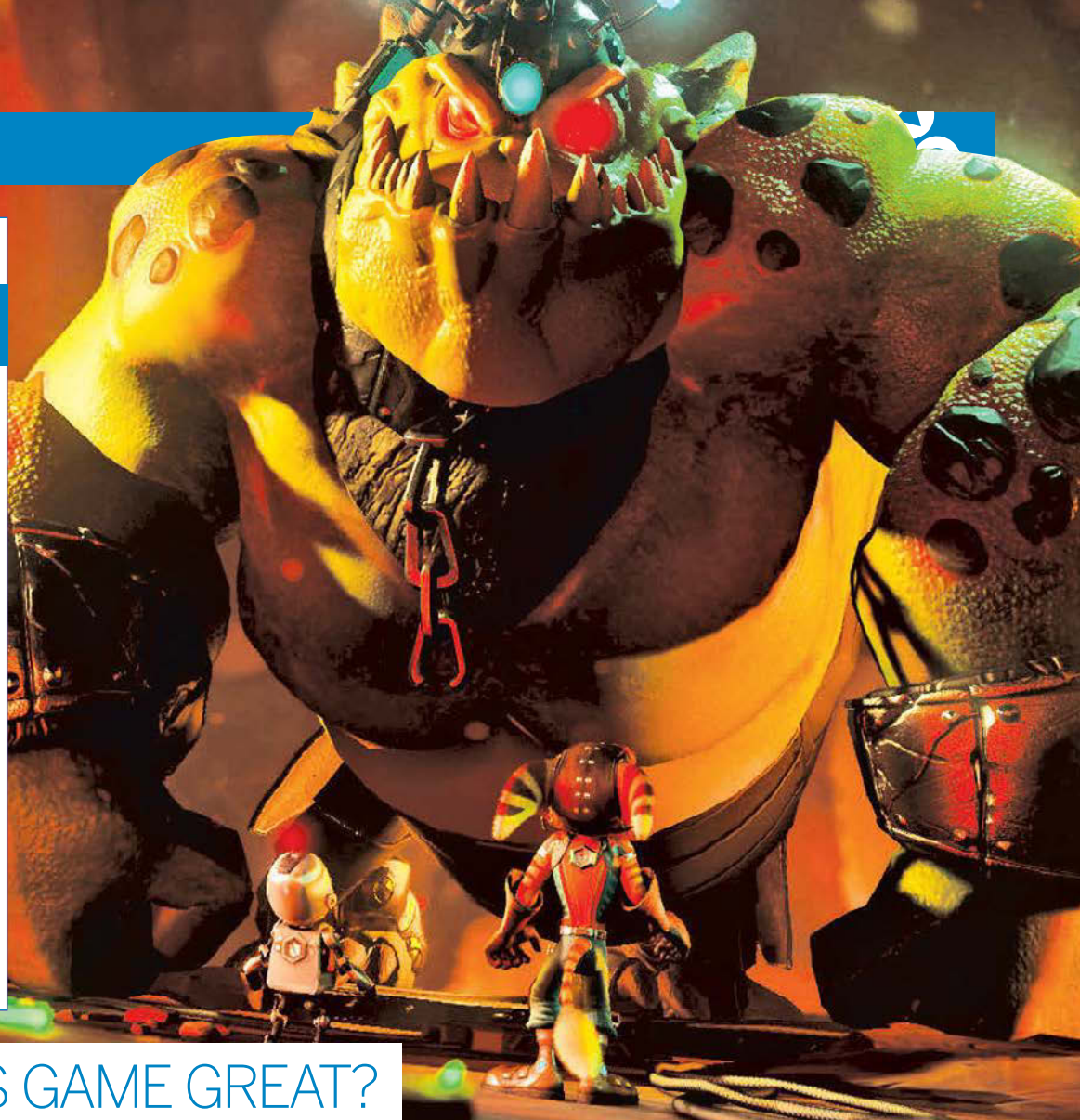
MR. ZURKON

A 'Synthenoid' that you can summon as a companion, this weapon was introduced in *Tools Of Destruction* and became a fan favourite after players were subjected to his ceaseless awful puns and sadistic sense of humour. He's not even that effective – he's just evil.



THE PIXELIZER

This turns enemies into 8-bit versions of themselves, making them more susceptible to damage and negative status effects. Insomniac has stated that making each enemy able to pixelate was one of the hardest tasks in the game's development.



WHAT MAKES THIS GAME GREAT?



It has Insomniac's trademark variety of stupid and outlandish weapons.



It'll be the first triple-A action-platformer on the PS4 that'll actually be any good...



James Arnold Taylor is returning as Ratchet so expect some good laughs.



It looks like Pixar and Dreamworks collaborated on a game... in space!

△○×□ It certainly looks like there will be film-level cutscenes in the game that'll glue the levels together. Makes sense when you consider the film and game's simultaneous launch, too.



standard old weapons look... well, like pea-shooters from the PS2 days.

We are a little cautious when it comes to *why* this game is being remade, though... it's being developed to coincide with an animated film that will *also* venture deeper into Ratchet's backstory. While this doesn't make *Ratchet & Clank* a licensed game, we remain dubious: film tie-ins are never very good (*X-Men Origins: Wolverine* aside – that was awesome), and it seems like development of the game might even have been shortened or altered to fit the production of the film. Never a good sign. Also the production company behind the film doesn't exactly have the best track record. Ever heard of *Barbie: The Princess And The Popstar* or *Heavy Gear*? No, neither have we.

Still, let's not wrapped in the film side of things. The game itself looks fantastic – if having all the old levels and sensibilities of the series redone with all the power of the PS4 isn't enough to sell you, maybe the new animations and the ever-brightening colour palette is. Insomniac isn't just cashing in on our nostalgia-powered fanboyism, either: the studio has actually brought the

original developers of the first game on board to work on *Ratchet's* reboot, so the title won't just *look* like the pureblood *Ratchet & Clank* games – it will *feel* like them, too.

Design director Brian Allgeier, studio director Chad Dezern and game director Shaun McCabe are leading the project, the same three people that led the original *Ratchet* project back in 2002. Oh, and the same composer, Michael Bross, is composing new and re-recorded music for the remake, too.

We're very excited about what this *Ratchet & Clank* remake can achieve – we think it has the potential to reignite gamers' love for the 3D action-platformer, a genre that sadly died for Sony over the lifespan of the PS3. If this remake does the genre justice, we could see spiritual successors to *Crash Bandicoot*, *Jak & Daxter* and even *Croc* make a reappearance on your PS4. Well, maybe not *Croc*...

Dom Peppiatt

RATCHET AND CLANK has locked itself in the armory over at Insomniac Games. Check the website for more details: ratchetandclank.com

ETA 2016 | PUB SONY | DEV TEQUILAWORKS | TWITTER @RIMEGAME

Rime

Nice Tequila, Tequila nice



THERE'S ONE THING we don't like about *Rime*: the fact that it's looking increasingly likely that we won't get to play it until 2016. If that's the only thing that's wrong with it come release, we'll give it a pass, because it looks like a beautiful, intriguing and unique adventure game.

As a game that's evocative of Studio Ghibli in its art style and the work of Team Ico (the studio behind *Shadow Of The Colossus*) in tone and spirit, you can probably understand why we think this is definitely a game that's worth getting excited about.

Having said that, we still don't know that much about

how in will play moment to moment. We know that it looks stunning, that exploration and climbing will be key, that you can sail between islands and that the game is about solving puzzles rather than engaging in combat. What we don't know is what kinds of puzzles we're going to be confronted with, how we'll go about solving them, and what our protagonist is ultimately trying to achieve.

But you know what? We're pleased that developer Tequila Works is keeping its card close to its chest, because it's clear that retaining a sense of mystery is important for this title. Not knowing what you'll find exploring those colourful landscapes, working out how the artefacts and landmarks scattered throughout the world fit together, why they're there in the first place, and

what your character is all about is part of the appeal of the game. Seeing too much of that ahead of release would just take away from the experience of playing *Rime*.

As far as PS4 exclusives go, *Rime*'s never going to get as much attention as the likes of *Uncharted 4*, but we're just as excited about playing it (albeit for different reasons). Here's hoping *Rime* doesn't follow in the footsteps of that game by slipping into 2016...

Paul Walker-Ernig

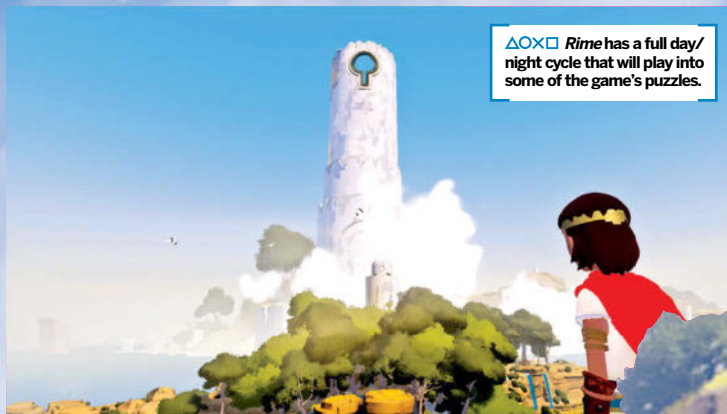
RIME is being brewed by the team at Tequila Works. Check the website for more details: playstation.com/games/rime-ps4



"IT'S CLEAR THAT RETAINING A SENSE OF MYSTERY IS IMPORTANT FOR THIS TITLE"

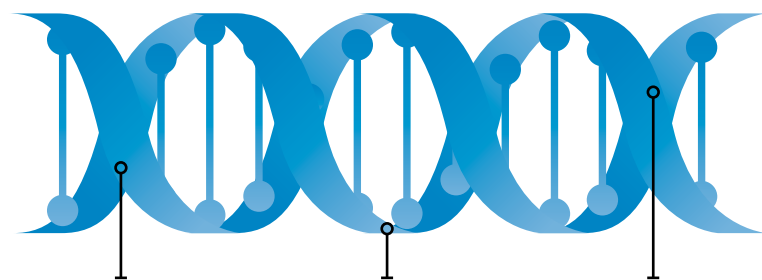
PRIOR FORM

DEADLIGHT Tequila Works' only previous work is *Deadlight*, a decent but unspectacular 2.5D zombie platformer. We're confident *Rime* will be a better game.



△××□ *Rime* has a full day/night cycle that will play into some of the game's puzzles.

THE DNA OF RIME



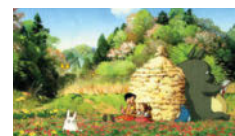
ICO

Rime has repeatedly been compared to Team Ico's classic PS2 adventure *Ico*. That makes it a perfect 'PlayStation game' in our eyes.



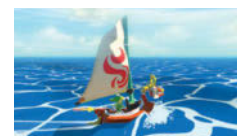
STUDIO GHIBLI

Tequila Works' creative director Raúl Rubio has revealed that Studio Ghibli's output of cinematic classics was a big influence on *Rime*'s art style.



WIND WAKER

The cel-shaded art style and the fact that you can take to the seas on a sailboat means *Rime* shares a few similarities with this classic *Zelda* game.



WHAT IS THAT THING?

Part kitten, part hawk and all adorable, Trico is some kind of mythical creature. It's not a griffin – its rear legs and body are bird-like rather than those of a lion. Based on its playful nature and lack of experience in its own world, we assume this is an infant creature. And that we're unlikely to see the adult version, if the title is anything to go by...

TIES THAT BIND

One of the focuses of the game is the interaction between a boy and Trico as the two come to rely on one another for survival. It's an unreliable relationship – Trico doesn't trust or understand the boy, meaning it won't always do what you want. As your bond with it grows, it'll come to be receptive to commands and even start to act on its own instinct in familiar situations.

THE NAME GAME

A lot of Trico's name is lost in translation from the Japanese. In English, it just sounds like an odd name whereas it's far smarter in its home tongue – it can be interpreted as an abbreviation of 'tori no ko' (baby bird), a fusion of 'tori' (bird) and 'neko' (cat) or a take the word for prisoner, 'toriko'. We imagine that we'll learn the true meaning behind the name in due course.

ETA 2016 | PUB SONY | DEV JAPAN STUDIO | TWITTER @YOSP

The Last Guardian



ANATOMY OF... TRICO

While it was believed to be extinct for ages, Sony's lovable beast resurfaced earlier in the year as a 2016 PS4 game. Here's a brief reintroduction to the pet you never knew you wanted...

DO THE EVOLUTION

A lot of the media blackout on *The Last Guardian* can be attributed to the process of upgrading the game to run on the PS4 instead of PS3. It might not look all that great stood next to the likes of *The Order* and *Bloodborne* but the extra power does a brilliant job of breathing life into Trico, which means we get a believable animal friend to fall in love with.

From the makers of **PLAY** 

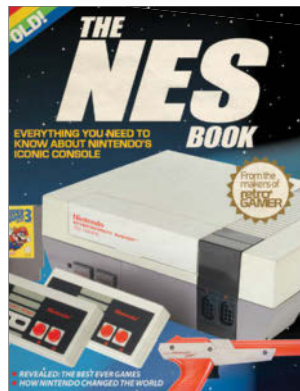
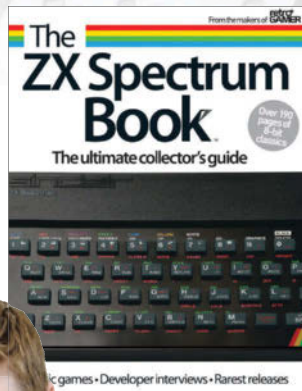
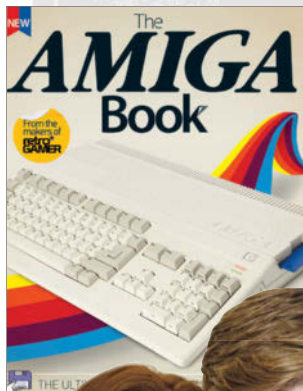


The PlayStation Book™

Celebrating 20 years of Sony's groundbreaking console, take a look back at how the PlayStation changed the face of gaming. With guides to classic games including GTA, Wip3out, Gran Turismo, Crash Bandicoot, MGS, Final Fantasy VII and more...



Also available...



A world of content at your fingertips

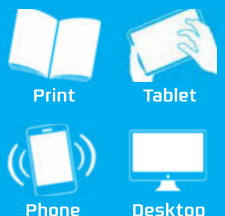
Whether you love gaming, history, animals, photography, Photoshop, sci-fi or anything in between, every magazine and bookazine from Imagine Publishing is packed with expert advice and fascinating facts.

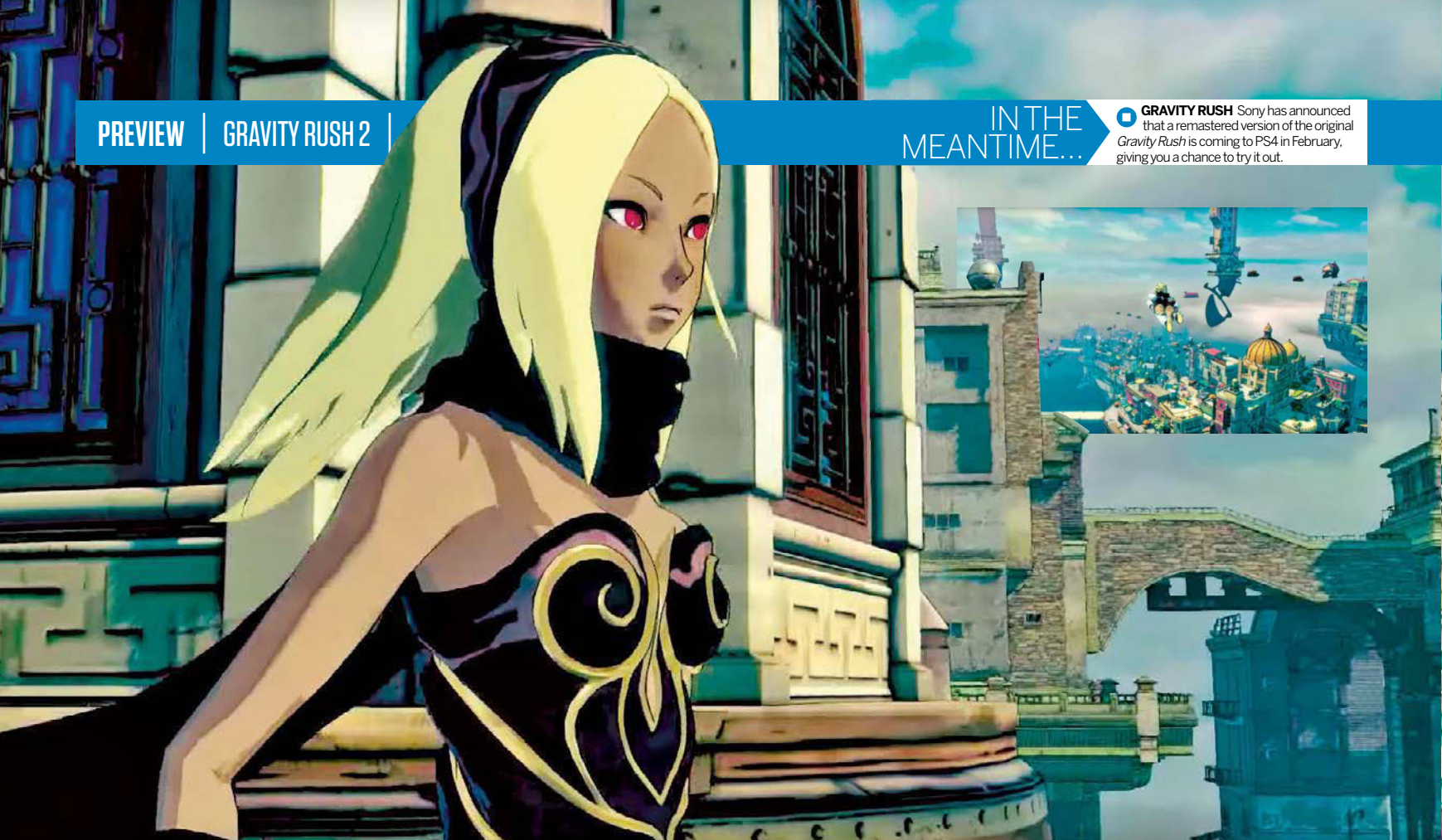


BUY YOUR COPY TODAY

Print edition available at www.imagineshop.co.uk

Digital edition available at www.greatdigitalmags.com





ETA 2016 | PUB SONY | DEV IN-HOUSE | TWITTER @SCE_JAPANSTUDIO

Gravity Rush 2

Newtonian physics



WE'RE DELIGHTED AT the news that underappreciated Vita title *Gravity Rush* is getting a sequel and that it is appearing on a platform that should get it more attention in the PS4, because it was a game with interesting ideas.

For those of you who missed the first game and don't know what it is about, it is all centred, as the name suggests, on gravity. You are able to manipulate the direction from which gravity exerts its force. This allows you to walk on walls, unleash powerful kicks on enemies by utilising gravity to propel you towards them, and to 'fall' in any direction throughout the game's large world.

It's an innovative idea that made the game feel quite unlike anything else, so we're really looking forward to seeing what Sony's Japan Studio can do with its second attempt. One area that could be improved is combat – we're hoping to see a bit of complexity added to that aspect of the game, both in terms of what you can do and what kind of challenges you'll be faced with. There are hints at abilities and upgrades that we didn't see in the first game, so there's reason to believe we will get our wish. Ideally, those innovations will utilise

Gravity Rush's unique mechanics, because it would be shame to lose the focus on what makes the game stand out.

Perhaps one of the bigger changes to the game could be related to Raven. During the games' reveal at Tokyo Game Show, we saw Raven join up to perform an attack with protagonist Kat. Is the suggestion that she will occasionally join us in battle, that we can simply play as her, or perhaps even that the game will support co-op? We wouldn't hold our breath on that last one, but it could be a really cool addition.

It's clear that *Gravity Rush 2* is going to be leveraging the PS4's power when it comes to the game's visuals. That much is apparent from what we've seen of its beautiful and colourful cel-shaded aesthetic, used to paint a stunning picture of a diverse, spectacular floating city. Incidentally, there's something really appealing about the game's architecture. It's hard to pin down exactly what its influences are in that regard, because the place looks like a European city with Japanese accretions strapped on, seems both futuristic and familiar at the same time, and appears both industrial and ornamental. It is that ineffable

character that makes it a place we're really looking forward to exploring.

The game looks great in motion, too. We noticed in particular some lovely little details in its animation, from the way Kat scrambles to her feet after coming out of a roll, to the way her hair flits believably while she is in motion. That applies to the enemies too, who move with an idiosyncrasy that makes them jump off the screen. At times, it looks like a lavish cartoon and we're all for that in a world where too many studios are obsessed with chasing photorealism.

We don't know for sure whether the sequel to a game that's often seen as being niche is going to become more successful by virtue of having a larger potential of audience on the PS4, but that's not really our primary concern. What matters to us is that *Gravity Rush 2* is a good game and our first glimpse at it has given us reason to believe that it will be.

Paul Walker-Emig

GRAVITY RUSH 2 is walking up the walls over at SCE. Rush on over to the website for more details: worldwidestudios.net/japan



"IT'S HARD TO PIN-
DOWN EXACTLY WHAT
ITS INFLUENCES ARE"

△○×□ There's never been
a more apt use of the phrase
'falling gracefully'.

WHAT MAKES THIS GAME GREAT?



It has got a magic cat in it that grants you
your gravity-based powers.



Its cel-shaded art style and great animation
makes it look like a vibrant cartoon.



This sequel isn't going to be limited when
it comes to power thanks to the PS4.



The game's unique gravity manipulation
mechanic means it's like nothing else out there.



△○×□ We love the style of
the game's colourful city.



WHAT MAKES THIS GAME GREAT?



The wingsuit takes the already fluid traversal and makes it more exhilarating.



More play-styles and mods than you can shake a Sixties Lambretta at.



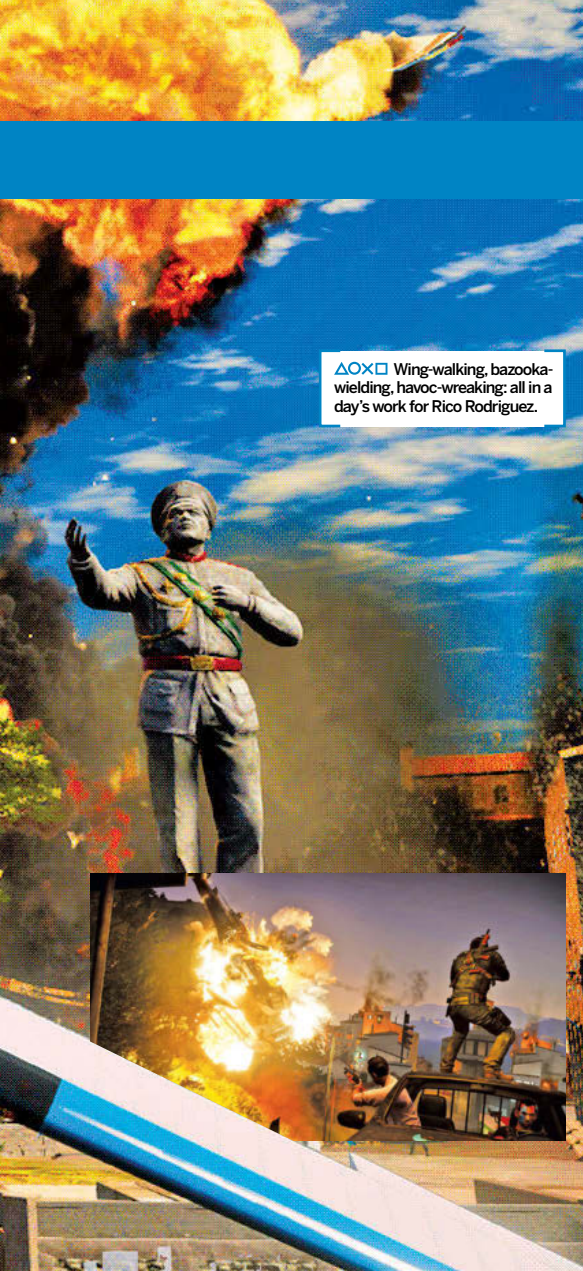
Evolving mission structures will add even more flexibility.



There will be vehicles everywhere so you can focus more on blowing stuff up.

“SIDE MISSIONS WISELY TIE IN WITH JUST CAUSE 3’S MOST GRATIFYING MECHANICS – FLYING AND BLOWING THINGS UP”





△×× Wing-walking, bazooka-wielding, havoc-wreaking: all in a day's work for Rico Rodriguez.

ETA 1 DECEMBER | PUB SQUARE ENIX | DEV AVALANCHE STUDIOS | TWITTER @JUSTCAUSE

Just Cause 3

Sun's out, guns out



WELCOME TO MEDICI: an idyllic island paradise home to stunning beaches, sun-dappled woodlands, a megalomaniacal dictator and 1000 square kilometres of destructible Mediterranean infrastructure. This is your playground.

For the purposes of your stay as folk hero, revolutionary and one-man army Rico Rodriguez, it's these last two features that will largely colour your time in *Just Cause 3*. Size has never been much of an issue for the worlds in Avalanche's series – for reference, Medici clocks in at roughly seven times larger than *The Witcher III*'s expansive overworld, and more than 12 times the size of *Grand Theft Auto V*'s considerable map. Instead, the focus here has been adding more sand to *Just Cause 3*'s enormous sandbox.

That goal begins with upping the ante in the game's campaign. The aforementioned dictator, a fellow known as General DiRavello, makes for a suitably dastardly villain, but the issues with previous *Just Cause* campaigns had less to do with the superfluous stories and characters driving them (though they certainly didn't help) and more to do with their formulaic missions.

Fortunately, *Just Cause 3* looks much improved in terms of mission variety, eschewing more linear structures in favour of providing a set of objectives to be accomplished pretty much any way you like. In the example we played, we were airdropped into a town under siege from the Medici military and set about laying waste to the various tanks, choppers and grunts assembled therein. Flinging vehicles into one another with the grappling hook is as fun as ever, but the more dynamic actions – destroying a nearby bridge to prevent reinforcements from arriving, for instance – added some welcome flexibility to proceedings.

Side missions are looking polished, and the ones we tried in our hands-on wisely tied in with *Just Cause 3*'s most immediately gratifying mechanics – namely flying and blowing things up. Wingsuit challenges involve flying through a series of rings as quickly as possible, but the courses quickly branch out into multiple pathways that come with their own risks and rewards, while destruction frenzies throw novel scenarios like unlimited

rockets into the already explosive mix. The promise of ghost data for players and PSN friends should add another competitive layer, too.

But *Just Cause* has always been as much, if not more, about the journey than the destination, and traversal is once again the focus for Avalanche. Getting from A to B is rarely as simple as that when there are militia skirmishes and supplementary objectives scattered liberally around Medici, and with the wingsuit added to Rico's considerable arsenal, navigation is more fluid than ever.

Other tweaks, like the stabilisation of the parachute, have had subtle but no less significant impacts on gameplay. Gliding above and around an enemy outpost while raining hellfire down from on high is now a legitimate tactic, and doesn't feel as imprecise or unwieldy as it has done previously.

Just Cause 3's attitude to vehicles has received an overhaul, too. Like weapons, they're designed to be expendable and disposable, and the game is better for it. Adding a vehicle to your roster is as simple as getting it (mostly) intact to one of the numerous rebel garages littering the map, and from then on it's available to be called in via a beacon whenever and wherever you like.

Everything seems designed to remove friction and encourage creativity in the way that the mod community has done with *Just Cause* in the past. *JC2* featured an vibrant modding scene, and Avalanche has taken that to heart – mods aren't merely wacky extras designed to distract from the main game in *Just Cause 3*, rather a fundamental part of the experience, with an extensive upgrade system allowing you to alter the way in which almost every aspect of the game functions.

Question marks remain over just how populated Medici will ultimately end up being and mission variety could still be an issue, but an open-world game is as much about the time spent between objectives as the objectives themselves, and as it stands *Just Cause 3* is shaping up to be the PS4's essential anarchic sandbox.

Ross Hamilton

JUST CAUSE 3 is being liberated while incurring a healthy dose of collateral damage at Avalanche Studios. Read more at justcause.com



SHARE THIS



MOD FUTURE

Just Cause 3 opens up the toolbox

Avalanche still isn't revealing the full extent of its built-in upgrade features, but from what we've seen, the potential for customisation is staggering. Whether it's adding a jump feature to your car, or gaining the ability to

boost your wingsuit dives with the grappling hook, almost every aspect of the game can be tweaked and enhanced depending on your preferences. Add in the ability to enable and disable these mods at will, and the possibilities are endless.

ETA SUMMER 2016 | PUB ATLUS | DEV IN-HOUSE | TWITTER @ATLUSUSA

Persona 5

Good things come to those who wait



ALSO COMING
TO PS3

LET'S GET THE negative part out the way first: *Persona 5* has been delayed again, this time until mid-2016. Disappointing, sure, but if that's what it takes for Atlus to get the game up to the standard we've come to expect from the series, then so be it.

On a more positive note, we've now got a lot more information on what we can expect from the game and it's looking bloody awesome. We'll start with The Palace. Like the TV World in *Persona 4*, The Palace is the otherworldly realm in which we'll be exploring dungeons and battling demons. As with other *Persona* games, there's a psychological

justification for the emergence of The Palace and theme that underpins each of its enemies. In this case, it is desire. Where *Persona 4*'s demons were a reflection of repressed parts of its characters' personalities, in this game, The Palace and the enemies to be found within it are described as emerging from warped desires. That psychological aspect of *Persona* has always been one of its appealing elements, so we look forward to seeing what this game does with desire thematically and narratively.

Speaking of the game's story, it would seem that there are some rather disturbing events taking place. Fatal 'accidents' are occurring in the

city and we can only assume that discovering who is responsible for these events and why they are taking place will be the driving motivation. What we've seen of the game so far implies that in doing that, our protagonist and his allies are going to end up being captured and perhaps even blamed for what's going on. There are multiple references to the "thieves that steal hearts", though exactly what this means and how it might relate to the heists that you will seemingly be pulling off in the game isn't clear.

As well as getting a few interesting hints about the game's story, we've had a good look at its world, which is both far larger and more detailed

WHAT MAKES THIS GAME GREAT?

- ▲ Stealth mechanics, traps, and platforming adds intrigue to dungeons.
- It looks like there could be moments where you jump into paintings.
- ✕ There seem to be loads of activities you can engage in during your free time.
- The game's story seems to have a darker tone than we've seen in previous games.





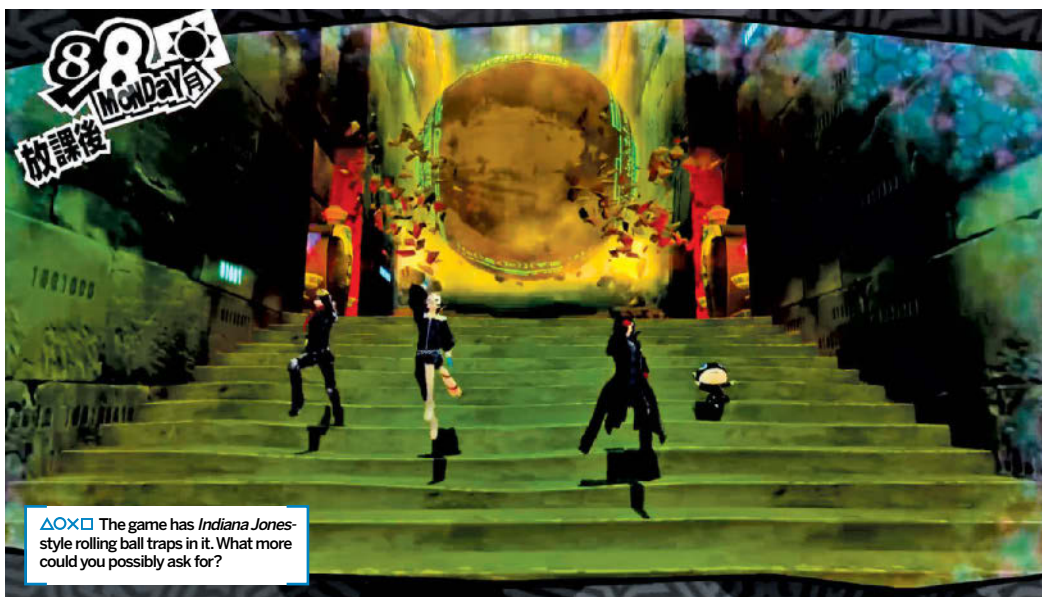
than anything we've seen in past *Persona* games. In this title, Atlus has moved from using a fixed camera to a third-person camera that lets you explore city streets bustling with pedestrians and littered with shops and activities. The city looks great too, particular at night where we got to see a Shibuya-like area lit by glowing signs seemingly hanging from every available surface.

We also got to get a better look at Yusuke Kitagawa, a character that was previously referred to by fans as 'The Painter' before his name was revealed, and his Samurai-like Persona, Goeman. Now that we know he has a Persona, we can surmise that he is likely recruitable to the party, which is good news in our book, because we had become concerned that the four characters we already knew about would be the only playable ones in the game. Building up a diverse group of friends that was well-balanced in terms of gender and personality to fight with you in *Persona 4* was cool, so we'd like to see that in this entry too. Whether we will or not, it's still too early to say.

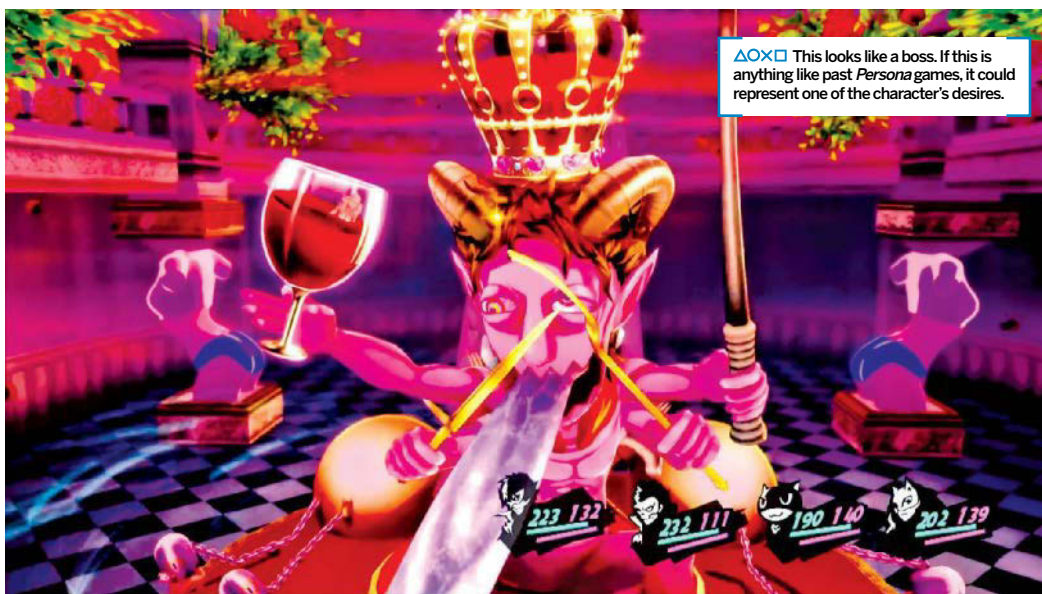
Persona 5 looks like a big step forward for the series – it's much bigger, more detailed and has added new mechanics such as stealth and traps to dungeon exploration. We also have the impression at this stage that the game will do a good job of remaining faithful to traditional *Persona* elements without coming off as stale, courtesy of a fresh and striking art style and a shift to a darker, more threatening tone, among other things. For that reason, then, we're very optimistic that *Persona 5* could match, or even surpass, the extremely high standards set by its predecessors.

Paul Walker-Emig

PERSONA 5 is being developed by those tardy fellows at Atlus. Check the website for more details: atlus.com/persona5



△××□ The game has *Indiana Jones*-style rolling ball traps in it. What more could you possibly ask for?



△××□ This looks like a boss. If this is anything like past *Persona* games, it could represent one of the character's desires.

TIME FOR ROLLCALL

Finally, we know the names of *Persona 5*'s heroes

AN TAKAMAKI

An is a Japanese-American (she has an American grandparent) who feels ostracised by her fellow classmates.

Persona: Carmen

PROTAGONIST

The main character is nameless to allow you to project yourself onto them. He is a 16-year-old transfer student who has just moved to Tokyo.

Persona: Arsène



RYUJI SAKAMOTO

Ryuji is a student who has gained a reputation as a troublemaker at Shujin High School, similar to *Persona 4*'s Kanji Tatsumi.

Persona: Captain Kidd

MORGANA

Morgana is some kind of magic cat who serves as a guide for her allies. We imagine she will be similar to Teddie from *Persona 4*.

Persona: Zorro



ETA 24 NOVEMBER | PUB SONY | DEV FROM SOFTWARE | TWITTER @BLOODBORNE_PS4

Bloodborne: The Old Hunters

Fear the old blood



IT CAN BE hard to get excited about DLC, particularly when so much of it is worthless – remember Horse Armor? But when one of the best games of the year gets a full-blown expansion, it's time to pay attention.

Bloodborne's The Old Hunters is described as being set in a nightmare where hunters are trapped forever. This could be another nightmare realm like the Nightmare Of Mensis, or a more sinister version of the Hunter's Dream in which Gehrman is trapped. Regardless, it teases us with prospect of delving into *Bloodborne's* intriguing lore once again and learning more about the history of Yharnam and its inhabitants. The 'Old Hunters' that the game's title refers to are the hunters that guarded the secrets of the mysterious Byrgenworth, meaning we are sure to learn more about the events that created the twisted city that confronts us in *Bloodborne* and some of the game's key characters.

Indeed, we already know that Ludwig will appear as a boss in *The Old Hunters* (putting

to bed the theory that the Cleric Beast was a transformed Ludwig). It was odd that we didn't learn more about him in the main game, given his importance to the story, but it now makes sense in the light of this expansion, where we will presumably get to learn about a lot more about Ludwig and the events surrounding the formation of The Healing Church hunters.

As well as introducing us to new enemies, new areas and untapped parts of the game's lore, it appears that a large part of the expansion is about giving us new ways to play the main game. There's evidence of that in the fact that many of the snippets we've seen of *The Old Hunters* are locations we're already familiar with (and there are even suggestions that some of the 'new' areas are actually alternate versions of old ones). It also appears that it will introduce new versions of bosses, such as a flaming incarnation of the aforementioned Cleric Beast.

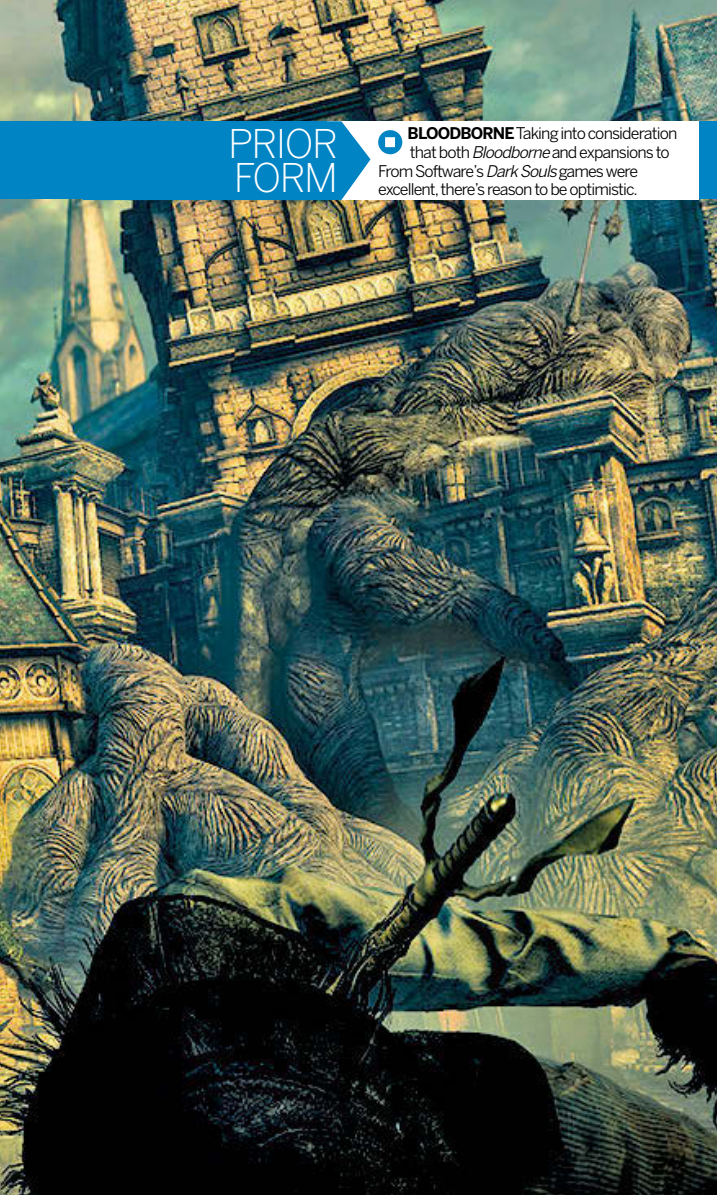
Giving us new ways to play is the reason that *The Old Hunters* is introducing new weapons (seven appear in the trailer), attire and spells for

you to play with. The most striking new weapon is composed of something reminiscent of a small lead pipe that can be extended and attached to a large, spinning, circular saw. We're not sure how it will work while in the guise of a *Cluedo* weapon, but in its extended variation with the saw attached, it looks to be a powerful weapon with decent range. Other new weapons include a scimitar-like version of the Saw Cleaver, a warhammer that can be set alight temporarily for a single enhanced attack and a blunt cleaver that looks similar to the Threaded Cane in the way it can extend.

Perhaps more interesting from a gameplay perspective is the weapon referred to as Simon's Bowblade. The name suggests that in one form it can be used as a sword, but in a shift for a game where ranged weapons are generally only used for parrying (and by extension, at close range) as opposed to dealing damage, it can be transformed into a bow. *Bloodborne* wasn't really designed to factor in that kind of a weapon, so it'll be interesting to see how it's balanced.

PRIOR FORM

BLOODBORNE Taking into consideration that both *Bloodborne* and expansions to From Software's *Dark Souls* games were excellent, there's reason to be optimistic.



△○×□ The *Old Hunters*' cutesy boss design is in keeping with *Bloodborne*'s colourful and cuddly aesthetic.



WHAT MAKES THIS GAME GREAT?



One of the new items of attire is a massive hat. Who doesn't like big hats?



The expansion will fill in some of the gaps in *Bloodborne*'s lore.



New weapons, gear, and additional bosses provide a great excuse to replay the main game.

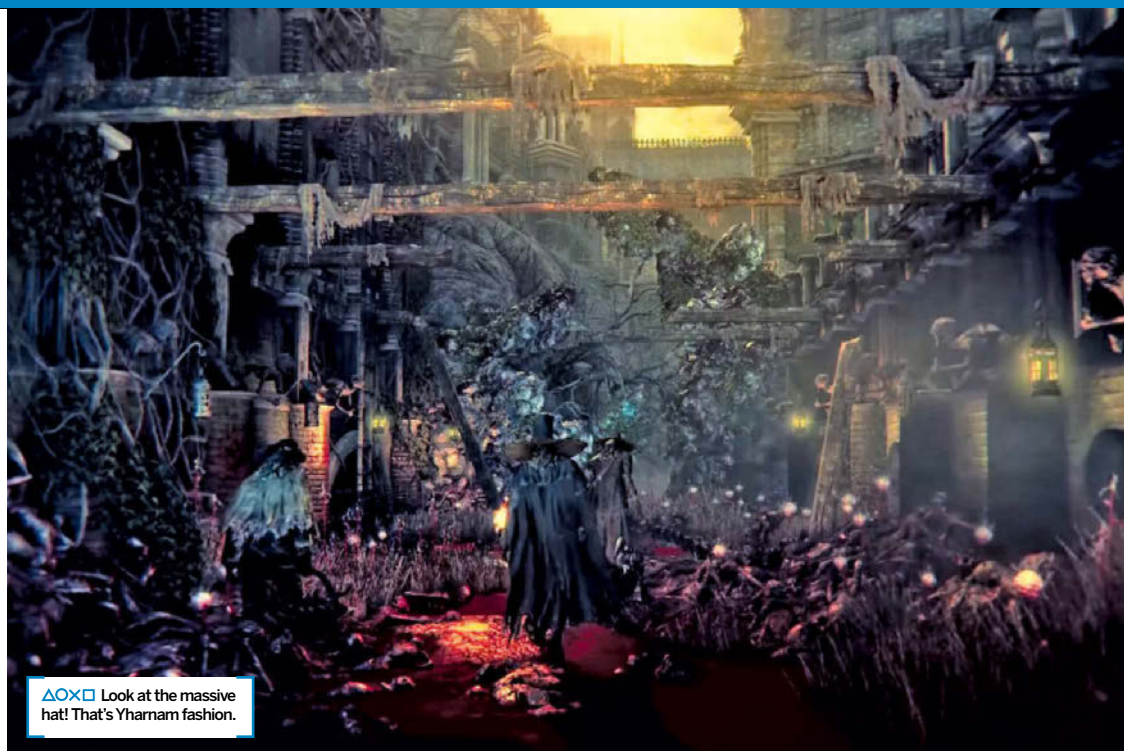


Extra bosses like Ludwig offer up a brand new challenge for veterans.

We're not yet entirely sure if the focus of *The Old Hunters* is to offer us something completely alien – new areas, new story, new bosses, new enemies, and so on – or if it is about giving us new ways to play the main game, with new weapons, alternate versions of bosses, new spells and gear. Whether it leans more strongly towards one or the other, or falls somewhere in the middle, we suspect the expansion is going to be worthwhile for anyone who enjoyed the main game. Indeed, developer From Software isn't a studio with a history of churning out lazy, throwaway DLC for the sake of making a quick buck. It proved that with expansions to *Dark Souls* and *Dark Souls II*, so we've every reason to believe there's a good chance that the team that gave us a game of the year contender in *Bloodborne* will knock it out the park once again.

Paul Walker-Emig

The Workshop has been reopened by FromSoftware as it puts together **THE OLD HUNTERS**. Enter the hunt at: playstation.com/games/bloodborne-ps4/



△○×□ Look at the massive hat! That's Yharnam fashion.

ETA 12 FEBRUARY | PUB 2K | DEV GEARBOX SOFTWARE | TWITTER @2KGAMES

Battleborn

A MOBA for the Call Of Duty generation



IF YOU LISTEN to the PC elite, MOBAs can't work on consoles. There's too much precision required, you see, and too many shortcuts and hotkeys to fit onto a standard controller. The thing is, the very same thing was said about the first-person shooter back in the early Nineties and last we checked, that was sort of the most popular genre for console games. It just takes a little creativity on a developer's part to tailor the experience with console players in mind, and that's exactly what 2K is doing with *Battleborn*.

While not strictly a MOBA in the traditional sense – it doesn't exactly look a lot like *League Of Legends* – Gearbox has made no secret that the game is heavily inspired by a lot of the mechanics and gameplay basics of the emerging genre. This starts with the varied cast of 25 unique heroes, each with their own skills, abilities and roles to play. Levels reset at the start of each match, meaning you'll need to balance grinding XP out of trash mobs with tackling objectives.

Depending on who you pick, it's important to play to that character's strengths in order to properly function as a team. Tanking characters need to stick to the front lines and absorb damage so their squishy friends don't get smashed up; ranged fighters need to perfect their spacing and make sure not to pull aggro on targets that may rush them; healers and support characters need to ensure that front line fighters stay healthy and buffed lest the defensive line crumble. It's a fine balance and an organic one, optimal level-up paths changing based on map, mode and even the general state of play. As in a fighting game, you'd do well to stick with and learn a few heroes.

While the 'classic' MOBA format might not really have taken off on console despite several attempts, it seems as though developers are finally finding smart ways to make the popular genre work. Just as *Smite*'s third-person viewpoint and direct control make it feel more like an action game, *Battleborn* is very much a MOBA-flavoured FPS that can be played and enjoyed by anyone who has played a shooter before. Which, judging by the dominance of *Call Of Duty*, is quite a lot of people...

Luke Albigés

BATTLEBORN is busy in the jungle getting ready for its February launch. Find out more here: battleborn.com





△×□ It's not just competitive – there will be PvE activities as well.

ETA Q1 2016 | PUB CAPCOM | DEV IN-HOUSE | TWITTER @STREETFIGHTER

Street Fighter V

Now, fight several new rivals



YOU HAVE TO hand it to Capcom for its impressive ability to keep the *Street Fighter V* hype simmering even when the biggest games of

the year are gearing up for launch. A botched beta should, in theory, do more harm than good for word of mouth, but it's hard to move for praise for the new systems and reworked characters, with Capcom riding that wave by announcing no less than three new characters.

The first should come as no surprise to anyone who has been following Yoshinori Ono's reign over *Street Fighter* – showboating wrestler Rainbow Mika has long been cited as one of the director's personal favourites, so her comeback was really only ever a matter of time. Truth be told, she's a better fit for *SFV* than she would have been for the somewhat more straight-laced *SFIV*, the V-system allowing her a far more flexible move-set than would otherwise have been possible. Her V-Skill lets her take out a mic and cut a promo, *WWE*-style, building grapple power in a similar manner to how Beowulf's hype mechanic works in *Skullgirls*, while her V-Reversal (read: Alpha Counter) appears to take the form of a stunner so well executed that Stone Cold himself would be proud. Her V-Trigger – the new Ultra analogue that charges as you take damage – allows Mika to call in her tag team partner from whichever direction you choose, either extending combos or setting up unblockable attacks where blows come in from both sides. And then there's her Critical Art, where Nadeshiko joins the action

once again to perform an *Ultimate Muscle*-esque tag team takedown. She's a great fit for the game and another novel play style, so she's welcome to join the rumble for more than just nostalgia.

The second newcomer is interesting for a bunch of reasons, not least because it stokes the fires of the rumour mill by backing up another of French commentator Ken Bogard's leaks. He also called Mika, Karin and Ken (as if that counts, but whatever) already, as well as a new Brazilian fighter (we *do* have a new Brazil stage and no Blanka, so...) and if the rest of his 'predictions' come true, *Third Strike* fans should be happy –

one, but that's been true of a few of the more recent additions to the roster. Wind is his thing, putting Cody's Criminal Upper to shame with an arsenal of gust-based specials that can block and avoid other projectiles. He's a little bit Cody, a bit Gen, slightly *KOF* Joe and even has a bit of El Fuerte in there for good measure – it seems to be all about placing hurricanes and attacking around them (even from the opposite side, via a handy roll move) in order to find an opening wherever you can make one. His Critical Art looks sort of awful but since his EX moves seem to be really good, maybe this is just Capcom's

“RASHID IS THE NEW GUY IN QUESTION AND HE'S LOOKING MORE LIKE A KING OF FIGHTERS CHARACTER”

way of ushering players towards the right way to use meter. Or it could just be a crappy-looking super. The rest of his game looks interesting either way, so we're willing to give Capcom the benefit of the doubt.

Finally, we also get the much-anticipated return of Karin, last seen in *Street Fighter Alpha 3*. She looks extremely similar to how she did back then in truth, although Capcom would have been somewhat foolish to mess around with her moves too much when her fans only have one game on which to base their love for how she plays. She fits the style and tone of the game really well, yet another welcome addition to the roster and someone else to try out early next year. And then just play Ryu.

Luke Albigés

Urien and Alex were also on the roster he posted last year. While the original list is already not wholly accurate, some of that could be down to Capcom changing things up to keep fans guessing. We all know that the initial 16 fighters won't be all we ever get, so it's not too much of a stretch to imagine the team moving a few development characters up the priority list in order to stop a leak from calling the full roster over a year before launch.

Speculation is fun and all, but we've got a confirmed newcomer waiting in the wings so let's bring him out. Rashid is the new guy in question and he's looking... well, he's looking more like a *King Of Fighters* character than a *Street Fighter*

STREET FIGHTER V is busy working on its moves in Capcom's lab. In the meantime, keep an eye on the official site for the latest news: streetfighter.com



△○×□ Mika's move set looks awesome – we can't wait to mess around with her in training.



WHAT MAKES THIS GAME GREAT?



Don't want to pay for DLC? Then don't! All content will be unlockable in-game.



Pro leaker Ken Bogard also suggested that solo modes would be given a major overhaul.



Character-specific mechanics let you rep your favourite games in the series.



Bonus joke: How many people have made quips about Rashid's eyepiece? Over 9,000!



△×□ Rashid's V-Trigger is a slow-moving whirlwind, allowing for dual-pronged attacks as with Dhalsim's Yoga Catastrophe.

Instant Expert

ETA Q2 2016 | PUB BETHESDA | DEV ID SOFTWARE

Doom



A LEGEND REBORN

Since the original game pretty much set a new benchmark for first-person shooters when it was released way back in 1993, there's always significant pressure on any game that carries the iconic name to deliver. That goes some way to explaining why we haven't seen a new *Doom* since 2004 – the original *Doom 4* project was stuck in development hell for years before eventually being restarted as simply *Doom*.

GET YOUR ASS TO MARS

For those who don't know much about *Doom* – it *has* been away for over a decade, after all – the basic premise is usually the same. Go to Mars, encounter demons dragged there through portals from Hell and proceed to butcher all of them with a ludicrous arsenal. Alternatively, if you'd rather know *less* about *Doom*, then go watch the 2005 movie starring Dwayne 'The Rock' Johnson.

SETTING THE TONE

While *Doom 4* may have been shelved for not capturing the feel or 'soul' of the series, Bethesda has shown that it is perfectly capable of breathing new life into classic franchises. Both *The New Order* and *The Old Blood* made *Wolfenstein* relevant for this generation while still feeling enough like the original games, so we're hopeful that the same will be true for *Doom*.

WHERE'S THE BETA?

Speaking of *Wolfenstein*, if you bought *The New Order* last year hoping to try out the *Doom* beta, you've probably noticed that it still hasn't happened. With the game scheduled to hit in the first half of next year, though, there's still plenty of time – once the holiday rush dies down and 2016 is in full swing, we imagine Bethesda will be just about ready to share some news on this front.

THRILL KILL

While the series has always been known for being somewhat violent, this new game (it's neither reboot nor sequel, apparently, whatever that makes it) takes this to the next level. Brutal tools like the chainsaw and double-barrel shotgun rip through enemies, with gruesome melee finishers available on weakened enemies, allowing you to send their souls screaming back to Hell.

IS IT TOO LATE?



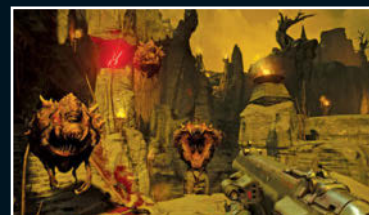
While restarting development seems to have got *Doom* back on the right track, there's another pressing question hanging over Bethesda and id: is there still a place for *Doom* in modern gaming?



We've seen plenty of other games come and go that have presented many of the *Doom* hallmarks in new ways. *Dead Space's* sci-fi horror vibe and or the Hell-raiding silliness of *Shadows Of The Damned* are a few examples.



While *The Old Blood* – which shirked multiplayer – gives us hope for *Doom* not being a space *COD* clone, the fact remains that the brand alone is probably still enough for it to do well regardless of approach.



It's clear that id isn't looking to pander to the Killstreak generation with *Doom*. And that's a good thing, since the longer *COD* rules, the more people will be looking for an alternative that offers something different.

QUALITY. INNOVATION. RESPECT

www.gamesm.co.uk



games™

Available
from all good
newsagents and
supermarkets

ON SALE NOW

■ INSIDE FALLOUT 4 ■ BLACK OPS III VERDICT ■ HALO 5 TESTED



BUY YOUR ISSUE TODAY

Print edition available at www.imagineshop.co.uk

Digital edition available at www.greatdigitalmags.com

Available on the following platforms



facebook.com/gamesTM



twitter.com/gamesTMmag

PREVIEW

A quick look at some of the other awesome games that are just around the corner

1 THIS WAR OF MINE: THE LITTLE ONES

FORMAT: PS4

RELEASE DATE: 29 JANUARY

IN BRINGING THIS *War Of Mine* to PS4, developer 11 bit studios has made changes to the PC version that it has deemed significant enough to warrant the addition of 'The Little Ones' subtitle. That is, it has added children to its bleak and challenging survival game. For those of you not familiar with it, the game is set during a war, but rather than playing as the soldiers engaged in the conflict, you are the civilians trying to survive. That means going out on dangerous scavenger hunts to collect precious resources, crafting items, and making tough decisions about whether to help others at your own expense.

2 NARUTO SHIPPUDEN: ULTIMATE NINJA STORM 4

FORMAT: PS4

RELEASE DATE: 5 FEBRUARY

WE SUSPECT NARUTO games are titles that fans care about and that everyone else ignores. Evidently, that's how the developer approaches things too – in the last game, you could tell it was assuming you knew a fair amount about the series. Still, it was surprisingly good. We'll have to wait and see whether the introduction of *Marvel Vs Capcom*-style tags and the incorporation of the separate fighting styles into one combat system will be enough to build on a solid entry in the series.



1



2



4



3 KINGDOM HEARTS II.8

FORMAT: PS4

RELEASE DATE: 2016

THE KINGDOM HEARTS series has to be the most confusing ever thanks to Square Enix's refusal to use numbers like everyone else. We've had *KH 1.5* and *KH 2.5*, and now we're getting *KH II.8*. 'What the hell is that?', we hear you ask. Well, it's a compilation that includes *Kingdom Hearts Dream Drop Distance HD*, *Kingdom Hearts Back Cover* and *Kingdom Hearts 0.2: Birth By Sleep*. We suppose if you're a huge fan of the series and didn't have the platforms to play the titles *KH II.8* includes on their original release, then it is a good thing, but we find it hard to get excited about another *Kingdom Hearts* remaster...

4 FINAL FANTASY XV

FORMAT: PS4

RELEASE DATE: 2016

AFTER THE WITCHER 3 and *MGSV*, we think we're actually glad that *Final Fantasy XV* is still some time away, because jumping into another huge game that's going to take dozens of hours to get through is a little daunting right now. Square Enix has been a bit stingy when it comes to new info on the game. At TGS, all we got to see was a new version of the Dawn trailer and a video of the development team cutting about in caves and looking at tanks in scouting locations for the game. Still, there's something to be said for not showing off too much of the game ahead of its release, so we're prepared to show a little bit of patience when it comes to what could be 2016's biggest RPG.



3



ROUNDUP



5

5 WHAT REMAINS OF EDITH FINCH

FORMAT: PS4

RELEASE DATE: 2016

WE CAN'T WAIT to hear more about *What Remains Of Edith Finch*. The game is structured as a collection of short stories that all relate to the history of the Finch family. What makes us so interested in this game is that it is made by Giant Sparrow, the studio behind *The Unfinished Swan*. In that game, the developer showed a willingness to take risks and experiment with structure and mechanics. Hearing the studio talk about how stories will range from a dream recounted by a ten year old girl in 1950, to an 18 year old talking to a psychologist in 1968, we're can well imagine Giant Sparrow will continue to surprise us.



8



7

7 AMPLITUDE

FORMAT: PS4, PS3

RELEASE DATE: JANUARY 2016

EVEN IF THE rhythm-action revival that's on the horizon, heralded by the release of *Rock Band 4* and *Guitar Hero Live*, proves to be a false dawn, we doubt that will do *Amplitude* harm. After all, this was a game that was brought back in part because of the support of the fan base it already has, so it's pretty much guaranteed an audience. We've gone hands-on with this faithful replication of a rhythm-action classic and can confirm that it's likely to make those fans very happy. If *Rock Band 4* and *Guitar Hero Live* can reignite some passion for the genre and bring some new fans in, then we think they're going to join the ranks of those singing *Amplitude's* praises. Then all we need is a new *PaRappa* game...

6 RÉPUBLIQUE

FORMAT: PS4

RELEASE DATE: Q1 2016

RÉPUBLIQUE'S FIRST EPISODE

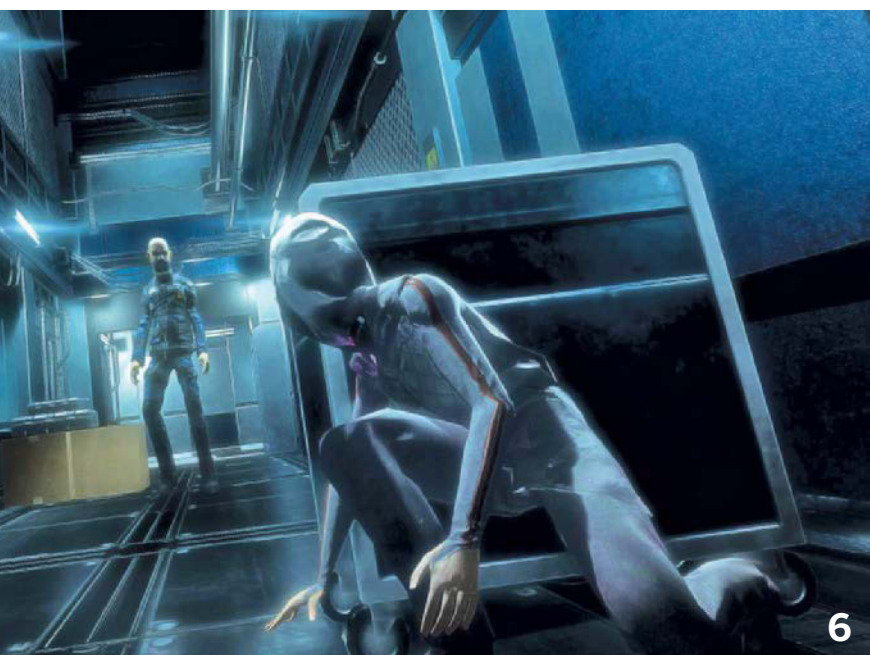
released on iOS all the way back in 2013. Since then, it has made the transition to Android and had a remastered PC release, but it still hasn't completed its tale, with two episodes still to come. That's all set to change when *République* comes to PS4 as a complete package that includes all five episodes. You might wonder why you should care about a mobile title that's coming to PS4, but we've always thought it looked like a much a better fit for console. Then there's the fact that the game is directed by Ryan Payton – former producer on *MGS4*. So a stealth game under the stewardship of a man who worked on the *MGS* series... sounds good to us.

8 HEADLANDER

FORMAT: PS4

RELEASE DATE: 2016

WE WERE NOT surprised to hear that Double Fine's new title, *Headlander*, is headed up by the same project lead that was in the hot seat for *Stacking*. We say that because we can see some similarities: *Stacking* was a game about hopping into Russian dolls to exploit their abilities, while *Headlander* sees you piloting a head onto other bodies to take control in a similar way. While the two games do share that element, *Headlander* is different. There's the fact that this game is inspired by Seventies sci-fi and in terms of how it plays, action and platforming look to be as important to *Headlander* as its puzzle elements. We're looking forward to playing around with it.



6

PLAY  SPECIAL SUBSCRIPTION OFFER

SUBSCRIBE
AND **SAVE 30%**



**PAY
ONLY
£21**
EVERY 6
ISSUES



IN-DEPTH FEATURES BY GAMING EXPERTS



ORDER HOTLINE
0844 848 8404

Calls will cost 7p per minute plus your
telephone company's access charge

ONLINE AT
www.imaginesubs.co.uk/pla

EVERY ISSUE PACKED WITH...

- **Insider access** to the biggest games on PlayStation 4
- **In-depth features**
- **Honest reviews** by a team of gaming experts
- **Killer exclusives** you won't find anywhere else

WHY YOU SHOULD SUBSCRIBE...

- **Save 30% off the cover price – just £21 every 6 issues** on Direct Debit
- **FREE delivery** direct to your door
- **Never miss an issue**

ORDER BY

31ST DECEMBER 2015

Use code **PS15** for this offer.

BY POST

Send your completed form to:
Play Subscriptions, 800 Guillat Avenue,
Kent Science Park, Sittingbourne, Kent ME9 8GU

YOUR DETAILS

Title _____ First name _____
Surname _____
Address _____

Postcode _____ Country _____
Telephone number _____
Mobile number _____
Email address _____

DIRECT DEBIT PAYMENT

☐ **UK Direct Debit Payment**

I will pay just £21 every 6 issues (Save 30%)

ip IMAGINE PUBLISHING		Instruction to your Bank or Building Society to pay by Direct Debit		DIRECT Debit	
Please fill in the form and send it to: Imagine Publishing Limited, 800 Guillat Avenue, Kent Science Park, Sittingbourne, Kent, ME9 8GU					
Name and full postal address of your Bank or Building Society				Originator's Identification Number	
To: The Manager		Bank/Building Society		5 0 1 8 8 4	
Address				Reference Number	
Postcode				Instructions to your Bank or Building Society	
				Please pay Imagine Publishing Limited Direct Debits from the account detailed in this instruction subject to the safeguards assured by the Direct Debit guarantee. I understand that this instruction may remain with Imagine Publishing Limited and, if so, details will be passed on electronically to my Bank/Building Society	
Name(s) of account holder(s)				Signature(s)	
Branch sort code				Date	
Bank/Building Society account number					
Banks and Building Societies may not accept Direct Debit instructions for some types of account					
AG instruction form					

PAYMENT DETAILS

YOUR EXCLUSIVE READER PRICE, 1 YEAR (13 ISSUES)

☐ **UK £51.90 (Save 20%)** ☐ **Europe – £70** ☐ **World – £80** ☐ **USA – £80**

Cheque

☐ I enclose a cheque for £ _____
(made payable to Imagine Publishing Ltd)

Credit/Debit Card

☐ Visa ☐ Mastercard ☐ Amex ☐ Maestro

Card number _____ Expiry date _____
| | | | | | | | | | | | | | | | | |

Issue number ☐☐ (if Maestro)

Signed _____
Date _____

Please tick if you do not wish to receive any promotional material from Imagine Publishing Ltd by post ☐
by telephone ☐ via email ☐

Please tick if you do not wish to receive any promotional material from other companies by post ☐
by telephone ☐ Please tick if you DO wish to receive such information via email ☐

TERMS & CONDITIONS

This offer entitles new UK direct debit subscribers to pay only £21 every 6 issues. New subscriptions will start from the next available issue. Offer code PS15 must be quoted to receive this special subscription price. Details of the Direct Debit Guarantee are available on request. This offer expires 31st December 2015. Imagine Publishing reserves the right to limit this type of offer to one per household. Subscribers can cancel this subscription at any time.

HOT TOPIC

FIFA vs PES

LIAM WARR
DESIGNER, PLAY



LET ME START off by saying I haven't always pledged myself to the EA powerhouse. I was a *PES* fanboy until 2008, when they decided to use Michael Owen on the cover and the online was like acting out a scene from the terrible film *Jumper*. I hold Michael Owen entirely responsible for this atrocious edition and the subsequent degradation of the mighty *Winning Eleven*.

Prior to this, Konami had a great series that trumped EA's flagship franchise. I spent countless hours building my Master League teams. There was Random Selection mode in *PES 6*, a solid online mode and a fantastic edit mode for jobless teenagers like me who could be bothered to edit everything to perfection.

Which brings me to the now-superior *FIFA*. There are only a few things I love more than a classic match on *FIFA*, notably Taylor Swift and *Back To The Future*, but I don't quite think there's enough space for me to list every reason why *FIFA* is the better football simulator nowadays, but I'll begin with the *PES 2016* gameplay. The *FOX Engine* is literal balls. Why is there no friction on the grass? You pass the ball and it's like the damn thing is rolling on ice.

Konami has claimed that this year that the AI of the goalkeepers is 'advanced'. This simply isn't true. Every time the keeper rushes out he gets beaten. Even if he does get to it, he flaps like a bird. EA did a good job of focusing on this in recent years with a noticeable improvement to the keepers' intelligence when parrying the ball rather than hitting it straight to an attacker's feet.

To its credit, *PES* certainly looks a lot better than it did last year, but the player models pale in comparison to those of *FIFA 16*. The edit mode is not what it used to be: not only is it now



△OX□ This is the first year Liam won't be able to play as Liverpool with Captain Fantastic Steven Gerrard. He's not hurt.

unnecessarily convoluted, the fact that I'm 25 and working now means I simply haven't got time to sit through and edit the team names and kits. I'll just buy *FIFA* instead. No one wants to be East Dorsetshire, or South Norwood anyway.

FIFA 15's introduction of every Premier League stadium was a remarkable achievement. The attention to detail on every ground is fantastic and they are near-perfect recreations. It provided a breath of fresh air when playing a career in the game, making away matches feel even more interesting as you really get the opportunity to soak up the atmosphere.

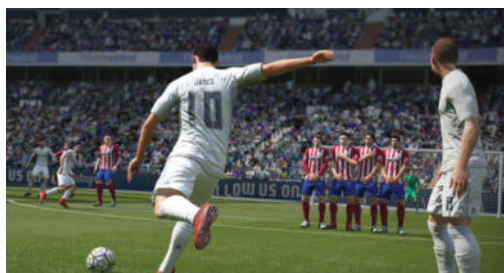
Which brings me nicely onto presentation. Last year saw a lot more official Premier League branding added to the game, building on the already realistic television match day experience. As a proud Yeovil Town fan, it's important for me to see the football league as playable teams. Sure, it's nothing new as EA has had the Football League licence for 12 years now. But it was only last year that Konami introduced the Championship. Wait, sorry, "The English 2nd Division".

Going back to the gameplay, which, in truth, is what really matters in this argument, there is literally nothing that surpasses the fluidity of a *FIFA* match. Every year, the game is getting better at animating every little detail such as first touches, slide tackles, player movement and even more recently the progressive pitch

degradation. There's more focus than ever on defending and keeping that strict back line to cut out any penetrative passes from the midfield, not to mention the intelligent runs made by your AI attackers. Another problem with *PES* is that I can't forge a cutting attack because my players don't make any creative runs to break the defence.

The big thing this year for EA is the debut of the Women's National Teams. This has been timed to perfection by EA given the popularity of the Women's World Cup this year. It's been in production for quite a while and wasn't an easy task for EA by all accounts, but I for one am loving playing as the England's Lionesses such as Steph Houghton and poor Laura Bassett. If you're reading this Laura, it's fine. You did the right thing. I expect Konami won't consider introducing Women to the game until at least 2022.

Let's finish on Ultimate Team, arguably the biggest game mode ever introduced to the series. I'm not one to pay money into it because I find it a more rewarding experience to win with my team of scrubs against someone who has quite obviously hemorrhaged money, forcing them to rage quit at 40 minutes because I'm 3-0 up. myClub, the *PES* equivalent of FUT, is a fair competitor, but it's hindered again by its confusing menu system that I just can't seem to get my head around. So for me *FIFA* will remain king for the foreseeable future, whilst *PES* can politely place itself in to the sea.





PAUL WALKER-EMIG

SENIOR STAFF WRITER, PLAY

WHO DO YOU AGREE WITH?

Let us know via social media



Facebook
/PlayMagazineUK



Twitter
@PlayMag_UK



ΔOX□ Like *FIFA*, *PES* is based on the game 'football' where people hit a ball with their feet.

DO YOU THINK England are in with a shout of winning the Euros if only Roy Hodgson would call up Harry Kane, or whatever other overrated English player is the current flavour of the month? Do you nod your head while Robbie Savage is talking, wondering why he's the only one who will tell it like it is, rather than scrambling for the mute button lest the verbal excrement that escapes from his noise hole infect you with chronic idiocy? Do you admire John Terry? If you answered 'yes' to those questions, you, my friend, are a moron. Or, in other words, a *FIFA* fan.

I understand why you think *FIFA* is better than *PES*. It's the same reason you find flashing lights and loud noises more entertaining than books, describe Marvel films as 'classics' and think that the *Assassin's Creed* games are 'swag'. It's because you value style, hype and presentation over substance. Don't get me wrong, *PES 2016* looks great when it comes to player models and animations. But you see *FIFA* with its official kits and real team names, its Premier League-style presentation, and superior commentary and you assume it must be better. You convince yourself that it's not all that superficial fluff, the huge advertising campaigns, and the fact that your mates all bought it that persuaded you to plump for *FIFA*, but the fact that it's a better game. You're either

kidding yourself, or don't understand football, because *PES* is the game for football purists.

It might surprise you to hear that I by no means think *FIFA* is a bad game. I just don't think it's a great representation of the sport that I love. As I've said before in this mag, *FIFA*'s idea of football is one that's drawn from a Sky Sports hype package for a Super Sunday clash. It wants every match to be a breakneck paced end-to-end thrill-fest with high scores and spectacular moments from superstar players. In chasing that goal, *FIFA* sacrifices too much. Take the midfield as an example. In contrast to the real game (by which I mean the sport that's played on real pitches every Saturday. And *PES*), where the midfield battle is more often than not the most important factor in deciding a match, *FIFA* wants to let you transition through it as quickly as possible so that you spend more time in the final third, pulling off stepovers and 25-yard curlers. Not only does that forced McFootball approach to generating excitement quickly get stale, it's not an accurate representation of the game.

Here's what makes *PES* so great: variety. You *can* have barn-burning, counter-attacking games in *PES*, but the point is that they emerge naturally and feel special because of that. Then there are those tough-fought affairs where neither team seems able to fashion a chance

and a scrappy deflected goal is the decider. Or, those matches where you use a possession game to draw a well-drilled defence out of position to punish them with a good pass. Every game feels different and every goal unique.

With *FIFA*, the most important thing is to master the game in the way *FIFA* wants you to, any other approach leading you to feel like you're fighting against it. *PES*, on the other hand, rewards creativity, giving you an agency that makes it more satisfying and thrilling than *FIFA* has ever been. *FIFA* offers you a its own version of football based on getting the ball up front as quickly as possible and pulling off feats with superstar players. *PES* is a more team-focused title that makes the sport feel engaging, making every moment important and unique to you. Granted, it doesn't match up to *FIFA* when it comes to modes, official kits and so on, but none of that matters when the on-the-pitch action is so superior.

PES is the football game for those that value team play over the obsession with individual superstars. *FIFA* is the game for people who thought that Pirlo was rubbish because he never did rabonas and didn't run about very much. *PES* is the game for football fans that don't judge a player after one bad game. *FIFA* is for fans that send players angry tweets littered with spelling mistakes and bad grammar. *PES* is for players who sit back and think about why they lost a game. *FIFA* is for fans who throw their controller at the TV in a fit of rage.

PES is the connoisseur's football game. If you can't see that, then you're beyond help. Just look at Mario Balotelli: he likes *FIFA* and he can't put on a vest by himself.



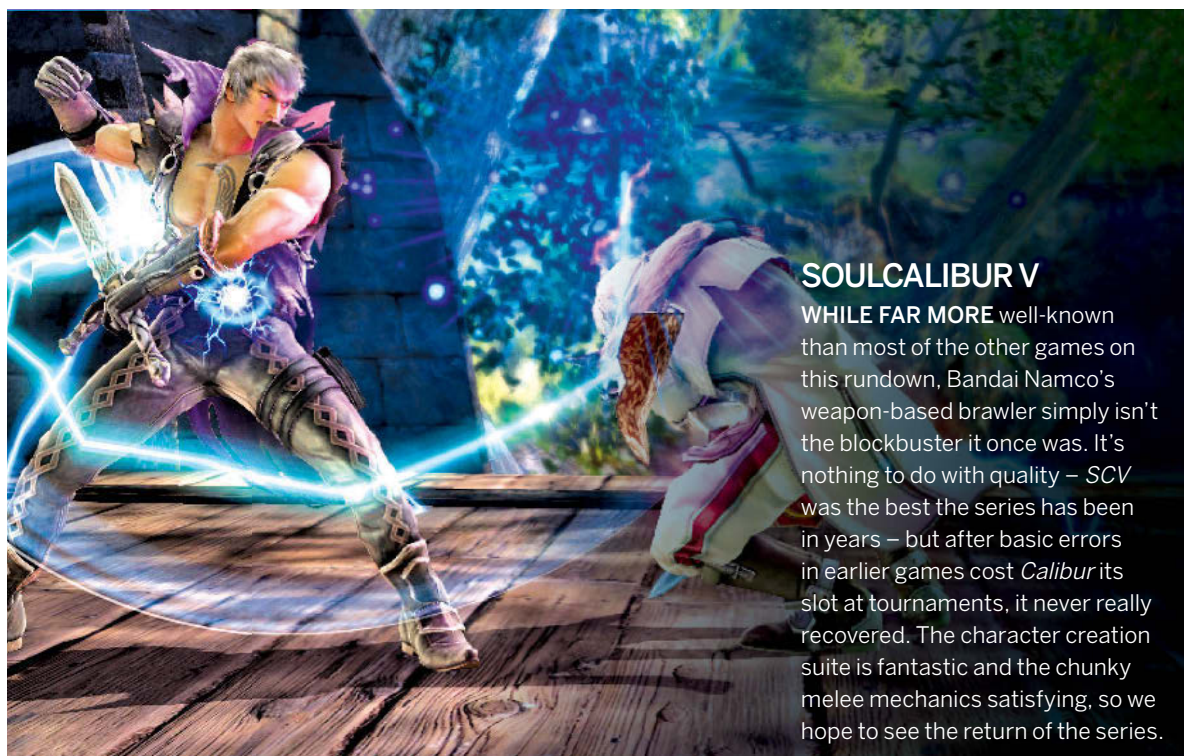


★★★★★ TEN OF THE BEST ★★★★★ ALTERNATIVE FIGHTERS

TIRED OF TEKKEN? SICK OF STREET FIGHTER? HERE ARE A FEW LEFT-FIELD FIGHTING GAMES YOU COULD TRY INSTEAD IF YOU'RE LOOKING FOR A NEW CHALLENGE...



BATTLE FANTASIA
LOOKING MORE LIKE an RPG than a fighter, it's not too hard to see why Arc's cel-shaded beauty never took off outside of hardcore circles. Still, the oddball cast is great and with a dedicated parry button, fans of knocking blows aside as opposed to blocking will be in their element. Hell, there's even a Trophy for parrying every hit of the most damaging super attack in the game.



SOULCALIBUR V

WHILE FAR MORE well-known than most of the other games on this rundown, Bandai Namco's weapon-based brawler simply isn't the blockbuster it once was. It's nothing to do with quality – *SCV* was the best the series has been in years – but after basic errors in earlier games cost *Calibur* its slot at tournaments, it never really recovered. The character creation suite is fantastic and the chunky melee mechanics satisfying, so we hope to see the return of the series.



AQUAPAZZA: AQUAPLUS DREAM MATCH
DESPITE THE FACT that this is apparently an 'all-star' cast of visual novel leads, we very much doubt you'll recognise any of them. That shouldn't stop you from enjoying the game, and as long as you can look

past its simple style (it's no *BlazBlue* in terms of art), it's a surprisingly adept fighter. The emotion system, where characters perform differently based on the flow of each match, is particularly interesting.



PERSONA 4 ARENA ULTIMAX
EVEN IF YOU'VE never played a *Persona* game, it's still worth giving the *Arena* games a bash. Recognising that there may not be all that much crossover between RPG fans and beat-'em-up players, Arc smartly

reined in its usual hardcore systems to create its most accessible fighter to date. Each character's *Persona* works differently, but you'll lose access to them for a while if they eat too many attacks.



GUILTY GEAR XRD -SIGN-

WE'LL TAKE ANY excuse we can get to champion this PS4 stunner, which has the honour of being the best fighter on the console and also one of its best-looking games. Don't be fooled into thinking its characters are 2D sprites – those are actually 3D models, as you'll see whenever you do anything impressive and the camera spins to offer the best view of the action. A revised version is currently on location test in Japanese arcades, so hopefully the additional content and tweaks will arrive on PS4 too.



THE KING OF FIGHTERS XIII

THE SECRET BEST fighter of the last generation, *King Of Fighters XIII* is almost the polar opposite of the equally excellent *Street Fighter IV*. Hand-drawn 2D characters bring forth memories of the genre's glory days, while typically demanding input windows and commands spit in the face of Capcom's plays towards accessibility. The roster is vast and varied, making finding your perfect team of three characters – whether you opt for a pre-made trio or an unlikely alliance – a rewarding experience, particularly once you start kicking ass with your chosen squad.



VIRTUA FIGHTER 5 FINAL SHOWDOWN

DESPITE SEGA BEING first to the punch in the 3D fighting genre way back in 1993, PlayStation dominance led to *Tekken* ruling this corner of the market with an iron fist. *Virtua Fighter* deserves better, not least since both *Virtua Fighter 4* and *Virtua Fighter 5* (and indeed their updated versions) have been excellent. Eschewing canned combos in favour of a flexible and personal system that lets you build your own strings of punches, kicks and grapples, this is a game that rewards high-tier skill, reactions and creativity like nothing else that we have seen in the genre.



HERE'S SOMETHING A little different – a two-button fighter based around mastering the timing and spacing of high-level fighting gameplay without needing to worry about any of the other stuff you'd usually need to learn as well. It's a first-to-five affair, with a single successful strike enough to end a round. Despite the fact that it feels so different to a typical fighter, it's actually a good learning tool for some genre fundamentals.



SKULLGIRLS 2ND ENCORE

DESIGNED TO OFFER all of the thrill of tag fighters like *Marvel Vs Capcom* without any of the touch-of-death bullshit, *Skullgirls* manages to be just as on point with its complex mechanics as it does with its superb art style. At the heart of the system is an ingenious detection system that offers a free burst to anyone caught in a repeated combo loop, effectively forcing a more considered and creative approach to attacking. Also, LOOK AT IT. It's a beautiful thing.



WHERE ELSE CAN you perform a 100-hit combo by having a girl who rides a transforming blob team up with a dragon who rains death from on high? By pairing the quirky characters with various Arcana with unique attacks and abilities, there are hundreds of permutations to really customise your fighter to fit your style. While it might not look as nice as any other game on this list, the depth to its systems make this great fun to experiment with all the same.

THE ROAD TO 2016



If there's ever such a thing as having too many games to choose from, then we're at that time of the year – the lead up to the holiday period where publishers drown us in huge titles. Thankfully, we're here to break down those glorious weeks of gaming and ensure you come out of silly season on top

9 OCTOBER

We start off with a fantastic week for games where the theme is that you know what you're going to be getting. Firstly, there's **Uncharted: The Nathan Drake Collection**. We already know that the Uncharted games are great and Bluepoint isn't the kind of studio we can imagine doing a shoddy job on its remasters. For that reason, it's pretty much a guaranteed home run.

To an extent, the same can be said for **Transformers: Devastation**. It's Platinum doing what Platinum does best – a technical action game – so it's likely to be excellent. Just don't assume that because the visuals look like they are ripped straight from a late-Eighties cartoon that the game is for kids. It's a Platinum game, so it'll most likely be pretty challenging.

Rock Band 4 is another example of a studio (Harmonix) doing something we already know it is great at (rhythm-action). If you've already got *Rock Band* gear lying about from past titles and a bunch of the old DLC, this one's pretty much a no-brainer, because most of it will be compatible with *Rock Band 4*. If not, we'd suggest waiting until we've reviewed *Rock Band 4* and *Guitar Hero Live* so you can make a call on which is best for you.

Finally, we've got **Disgaea 5**. After four good entries in this tactical RPG series, we've got no reason to think that this fifth title won't have something to offer for hardcore RPG fans.



△OX□ We're all for experiencing one of the best action set-pieces of all time again on PS4.

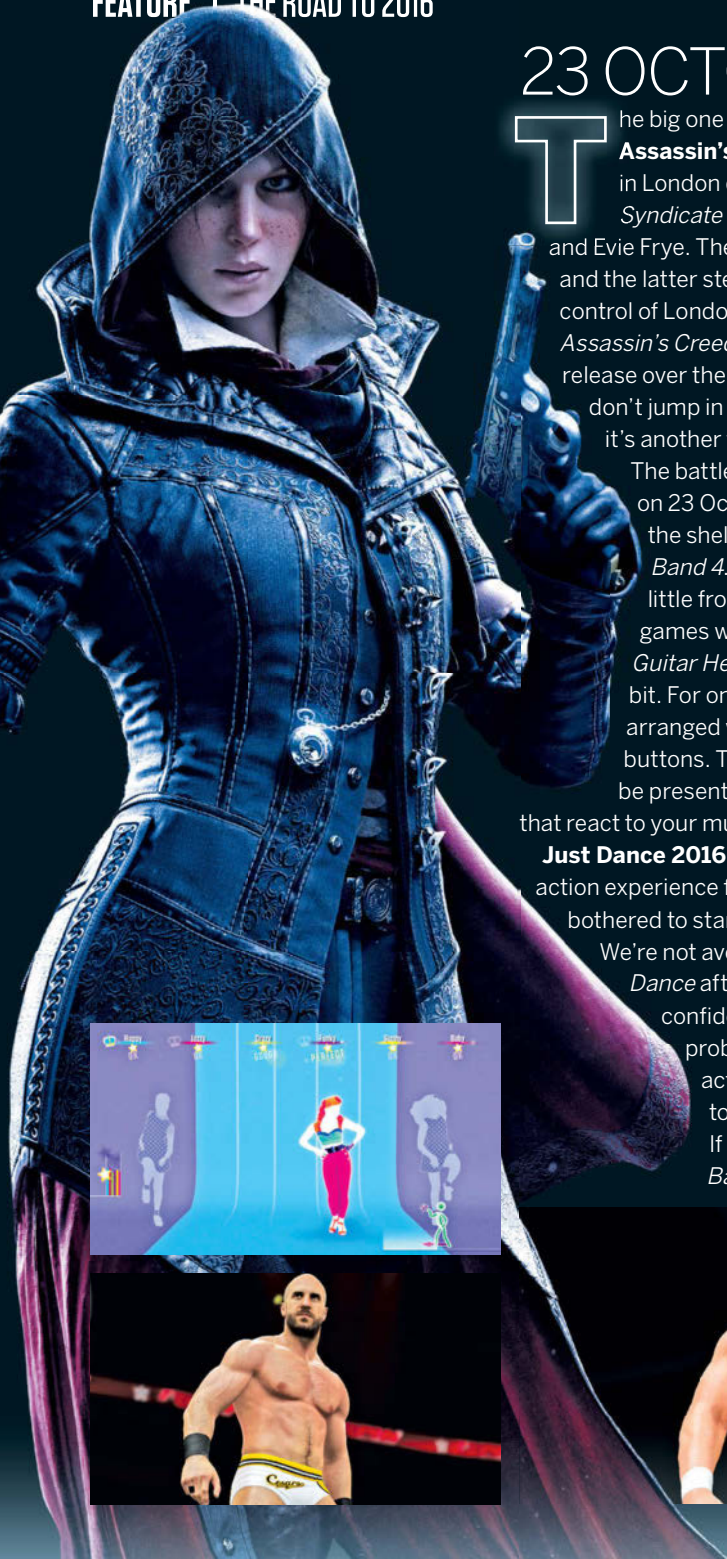


△OX□ This is us when someone says FIFA is better than PES.

16 OCTOBER

We hope you like Japanese games, because that's all you've got to choose from this week! Firstly, there's the PS3 and PS4 versions of **Tales Of Zestiria** – the fifteenth entry in the long running *Tales* series – that originally released on PS3 in Japan at the beginning of the year. For those of you new to the series, the *Tales* games each present you with a new story and world (save for the odd sequel) in the same way as the *Final Fantasy* games do. They all pretty much follow the classic JRPG formula of young people with big hair saving the world, however.

Your other option on 16 October (though this one is PS4 only) is **Dragon Quest Heroes**. The game is a hack-and-slash in the *Dynasty Warriors* mold. In other words, it's a game where you smash through hundreds of enemies at a time as you tear across a battlefield. As any of you who have played a *Dynasty Warriors* style game will know, these titles tend to be pretty mindless, but can still be fun in their own way.



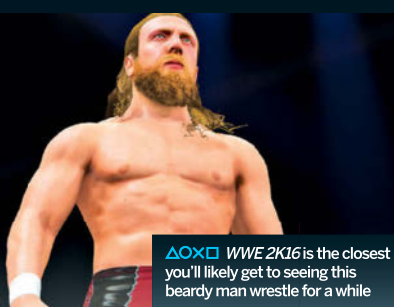
23 OCTOBER

The big one this week is unquestionably **Assassin's Creed Syndicate**. Set in London during the Victorian Era, *Syndicate* has two protagonists, Jacob and Evie Frye. The former employs brawling and the latter stealth in their quest to wrest control of London from the Templars. Given that *Assassin's Creed* games have been buggy at release over the years, we'd recommend you don't jump in on day one, but wait and see if it's another technical mess.

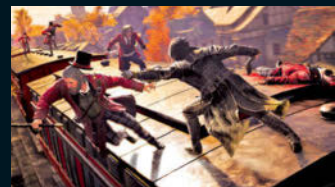
The battle of the bands will commence on 23 October as **Guitar Hero Live** hits the shelves and seeks to best *Rock Band 4*. Where *Rock Band 4* differs little from the plastic-instrument-based games we were all playing years ago, *Guitar Hero Live* changes things up a bit. For one, it's got a new controller arranged with two parallel rows of three buttons. Then there is the fact that you'll be presented with video of real crowds that react to your music as you play.

Just Dance 2016 offers a more casual rhythm-action experience for those of you who can be bothered to stand up and move about a bit.

We're not averse to engaging in a bit of *Just Dance* after a few drinks, but we can confidently say that *Guitar Hero* is probably going to be the rhythm-action game that we're more likely to spend our alone time with. If we're not too busy with *Rock Band 4*, that is...



△OX□ WWE 2K16 is the closest you'll likely get to seeing this bearded man wrestle for a while



△OX□ This mug is going to be the worst thing about *Guitar Hero Live*.

30 OCTOBER

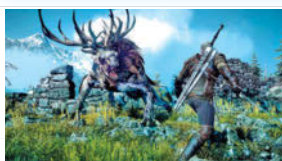
On 30 October it will be time to visit Suplex City when **WWE 2K16** comes to PS4 and PS3. A lot of the 'new' features for *WWE 2K16* are actually things that were in previous *WWE* games but were removed from *WWE 2K15* – tornado tags, ladder tag team matches, Create-A-Diva, Create-A-Show, and so on. We're pleased to see those things return, but removing features in one entry and putting them back in the next is hardly a big step forward.

The huge roster is a bonus, with 2K boasting that the game will have over 120 playable characters, including current stars like John Cena, Kevin Owens and Cesaro, as well as wrestlers from the past like Cactus Jack, Stone Cold Steve Austin and Rikishi. Not only is having access to a large roster a good thing because you'll have loads of wrestlers to choose from, but also because it will increase the customisation options – moves, costumes, entrances and music – that were stripped back in the last game.

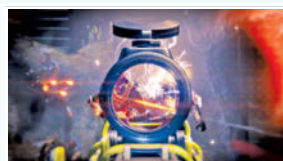
Of course, all this is skirting around the fundamental problem, which is that the *WWE* games have been average at best in recent history. We sincerely hope that this is the year that Yukes and 2K get the in-ring action right, but we are not holding our collective breath.

THE ONES TO BEAT

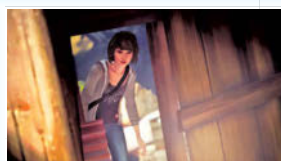
Picking out the PS4 games that have set



BEST RPG
THE WITCHER 3



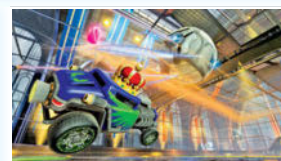
BEST FPS
DESTINY



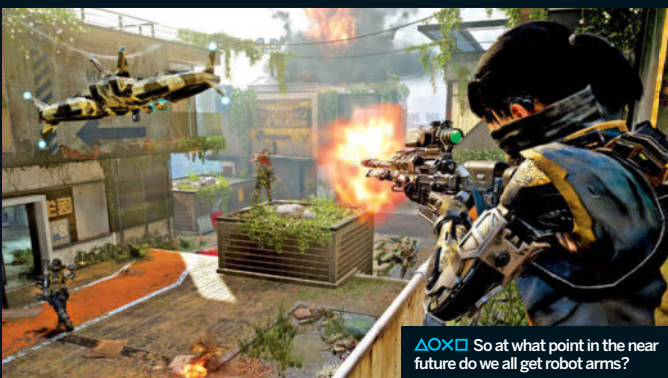
BEST ADVENTURE
LIFE IS STRANGE



BEST PLATFORMER
FEZ



BEST MULTIPLAYER
ROCKET LEAGUE



ΔΟΧ Δ So at what point in the near future do we all get robot arms?

6 NOVEMBER

Ducking it out for title of Biggest Game Of The Year with *Star Wars Battlefront* (more on that later) is **Call Of Duty: Black Ops III**. A four-player co-op campaign is a nice addition, but as is always the case, the game will stand or fall based on the quality of its multiplayer. Having played the beta, we've got a couple of concerns about how powerful its abilities are and we're a bit worried that it's trying too hard too be *CODXDestinyXTitanfall*. Having said that, the slick gunplay for which the series has become famed is still there and we had fun playing it, which is the most important thing with this series.

"AS IS ALWAYS THE CASE WITH COD, IT WILL STAND OR FALL BASED ON THE QUALITY OF ITS MULTIPLAYER"

If you're one of those people who is getting a little bit of franchise fatigue and would rather give *Black Ops III* a miss, then you might want to take a look at **Need For Speed**, which is out a day earlier on 5 November. The series had felt like it was stagnating a little, so it made sense that it took a break last year before coming back with this reboot. We'll have to wait and see whether that time off will have done it any good from a gameplay perspective, but we *can* say that it looks absolutely stunning when it comes to visuals.



ΔΟΧ Δ We're still astounded at the visuals for *Need For Speed*.

13 NOVEMBER

This week is all about one game, and it's actually bucking the Friday release trend to release on 10 November: **Fallout 4**. It has long been one of Bethesda's most anticipated games due to the fact that Bethesda doesn't churn out sequels like other publishers. It takes its time with *Fallout* and *The Elder Scrolls* to ensure that it produces something of quality.

Having talked about the quality of Bethesda's games, it's true that the company did struggle with the PS3, a number of its releases suffering from bugs on the system. The PS3 was difficult to develop for, however, while the PS4 is just the opposite, meaning we're confident the same problems won't emerge this time around.

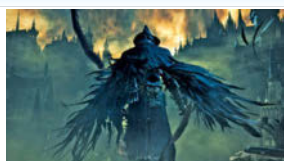
It might be wise to wait to make sure, but with that incredible open world begging to be explored, the addition of crafting mechanics, and compelling open-ended gameplay systems for which the series is famed, we can understand if you're there on day one. We will be...



ΔΟΧ Δ We'll be sticking points in Charisma to make others shoot for us.



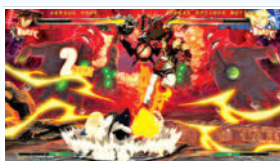
the benchmark for every new release to come...



BEST ACTION GAME
BLOODBORNE



BEST STEALTH
MGSV: THE PHANTOM PAIN



BEST FIGHTING GAME
GUILTY GEAR XRD -SIGN-



BEST RACING GAME
DRIVECLUB



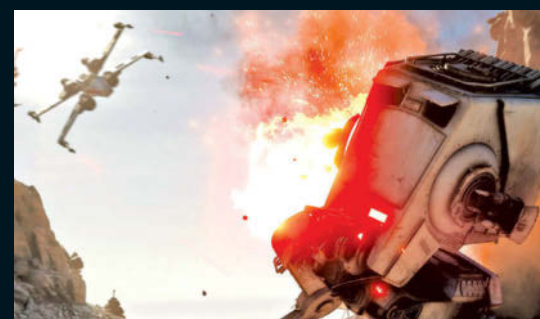
BEST SPORTS
PES 2016



△OX□ TIE fighters; Stormtroopers; lasers – how good does this look?



“WHEN IT COMES TO THE SIGHTS AND SOUNDS OF STAR WARS, EVERYTHING SUGGESTS THAT DICE HAS NAILED IT”



20 NOVEMBER

Star Wars hype is going to kick into another gear in the lead-up to the release of *The Force Awakens*, and that places **Star Wars Battlefront** in a position to steal the spotlight from its peers come 20 November. Unless it proves to be a terrible disappointment, that is.

While we were far from blown away by our hands-on time with the game's Fighter Squadron mode, we're still optimistic about the game as a whole. When it comes to the sights and sounds of *Star Wars*, everything we've seen suggests that DICE has absolutely nailed it. Given that none of that is directly related to gameplay as such, that might seem relatively insignificant, but capturing the spirit of *Star Wars* and making us feel like we are in that universe is a big part of the appeal of the game.

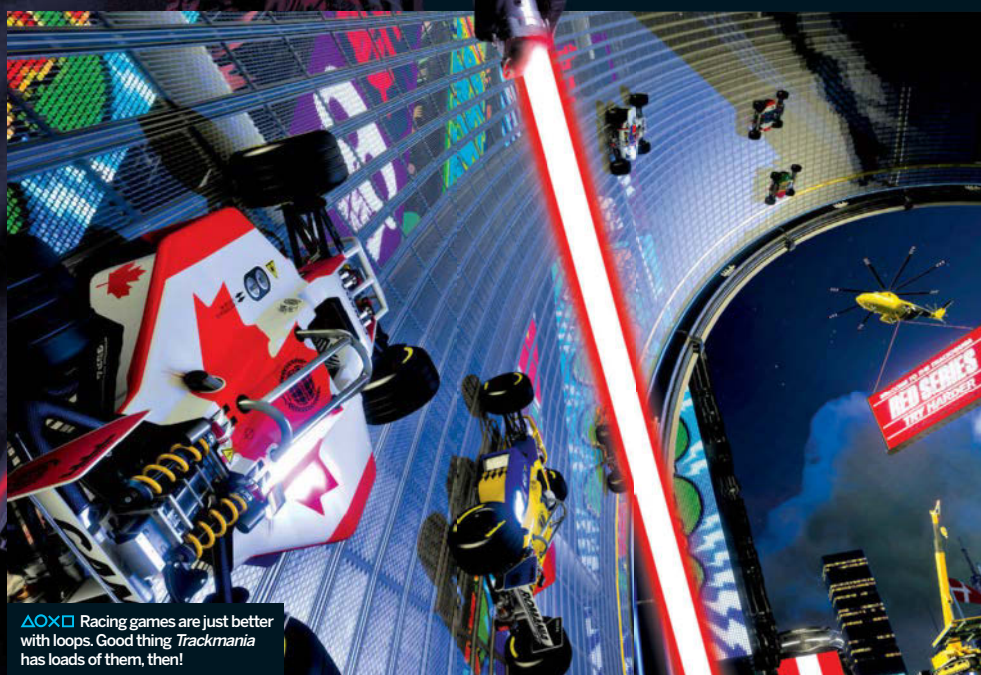
We're also buoyed by the fact that we know DICE can make great multiplayer shooters and that we know from the brilliant *Battlefront 2* that this is a game that can work in concept. We expect our friends list to be full of people playing this come November and, if delivers in the way we hope it can, that's not going to change for a long time.

27 NOVEMBER

When it comes to big titles, this week is undeniably lacking, particularly when you're following on from the likes of *Black Ops III*, *Fallout 4* and *Star Wars Battlefront*. Just because **Trackmania Turbo** isn't a huge name, though, that doesn't mean it won't be great; just look at *Rocket League* if you need proof that names don't mean everything.

The game is something of a love letter to arcade racers with bold colours, loud music and ridiculous tracks full of jumps, loops and tight turns. It moves at a ridiculously fast pace too, meaning it's likely going to have a little bit of *Trials* about it as you constantly restart to take another shot at besting your friends times after smashing into a piece of scenery.

Oh, and there's also the small matter of *Bloodborne*'s expansion, **The Old Hunters**, dropping mid-week. Prepare to die (again).



△OX□ Racing games are just better with loops. Good thing *Trackmania* has loads of them, then!



As well as having a spectacular end to 2015, the first quarter of 2016 is already looking brilliant. Starting on 23 February, we've got *Deus Ex: Mankind Divided*, the sequel to the fantastic *Human Revolution*. We're loving the new mechanics and abilities Eidos Montreal has been showing off and we simply can't wait.



Mirror's Edge Catalyst is the next big game to hit on 26 February. It's going to be intriguing to see how this one fares. The first game was fresh and unique, but it didn't quite deliver on the potential of its concept. With this sequel, we're hoping DICE can get its first-person parkour action spot on.



Presuming it doesn't get delayed *again*, on 8 March we'll finally get to play Ubisoft's multiplayer shooter. It feels like this one's been on the horizon for so long because of those delays and that sense of familiarity has dampened our enthusiasm for it, but hopefully it'll be good enough to grab our interest once again.



One game that won't struggle for attention is *Uncharted 4*, due on 18 March. We don't think we have to say much about this one: the game looks better than anything else on PS4 graphically, the previous *Uncharted* games are brilliant, and Naughty Dog is one of the best studios out there. Bring it on.



△×□ Wait a minute, why isn't Agent 47 wearing a red tie? 1/10.

4 DECEMBER

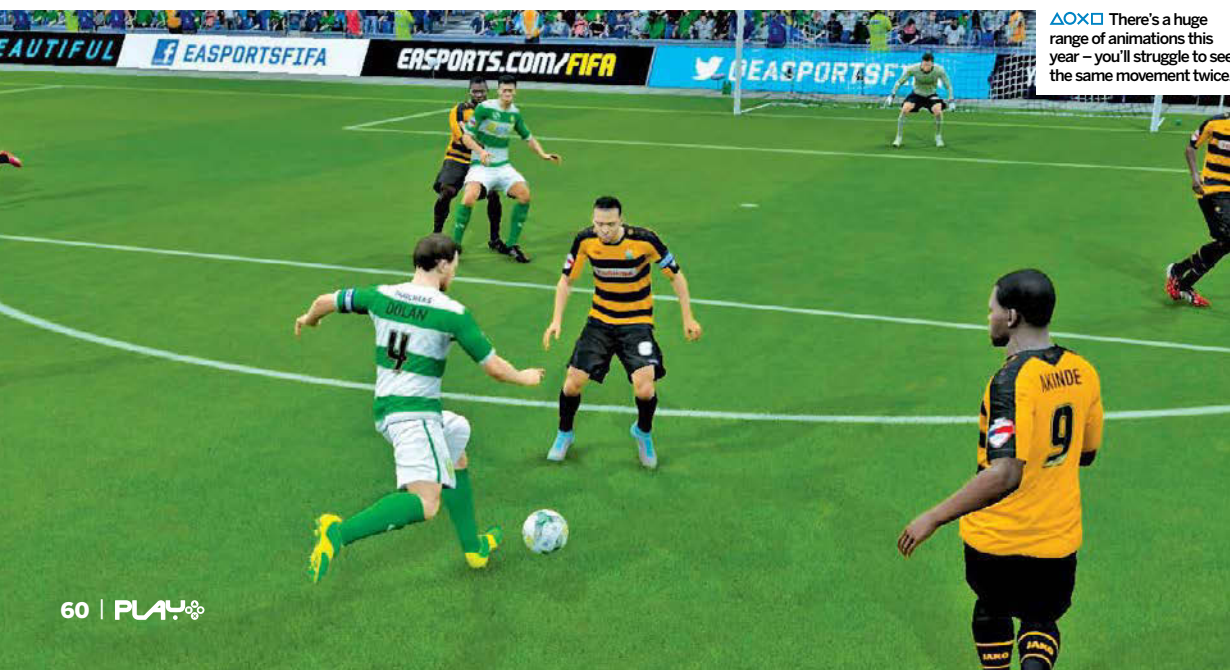
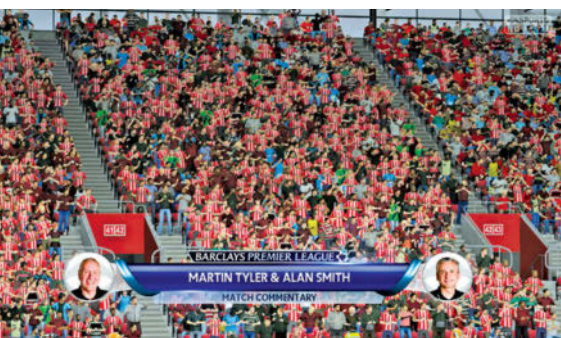
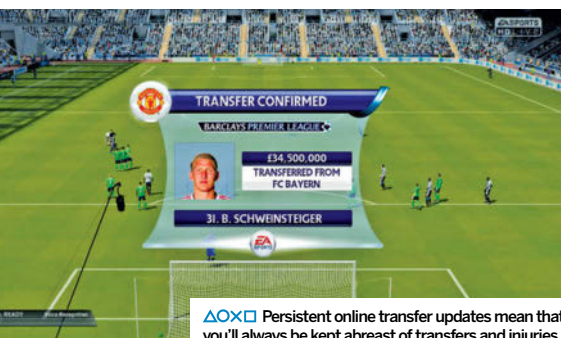
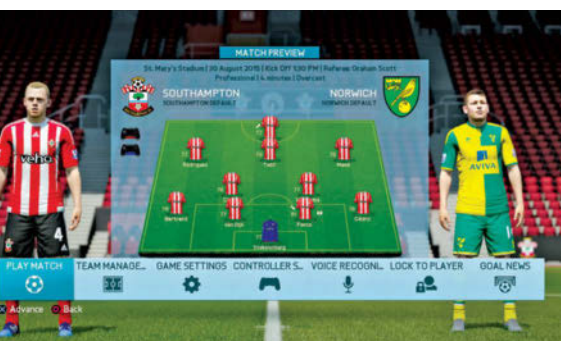
On 1 December you've got two shooty-bang games to choose from that fall on opposite ends of

the spectrum. The first of those is **Just Cause 3**, an ostentatious title that abhors realism and that aims to give you the tools to perform ridiculous feats while everything around you constantly explodes. The other is **Rainbow Six Siege**, a multiplayer FPS where the focus is on realism, tension, and tactics.

It shouldn't be too hard to work out which one is the game for you. Like the idea of a strategic shooter where mistakes are brutally punished and teamwork is vital? Then *Siege* is the game for you. Prefer a game where you can fire rockets while hanging from the bottom of a helicopter, hijack jet planes in mid air, and tether bad guys to a sports car before driving it off a cliff? Then *Just Cause 3* is certainly the option to take.

Or, you can hang on until next week for **Hitman**, the last big game of the year, on 8 December. Well, it would have been, anyway – mere hours before we went to press, it was announced that *Hitman* had been delayed until March so that it could launch with more content. But hey, it's not like there's a shortage of other awesome stuff to play...





FIFA 16

This is football



DETAILS

PUBLISHER

EA Sports

DEVELOPER

EA Canada

PSN PRICE

£54.99

PLAYERS

1-11

AGE RATING

3+

TWITTER

@EASPORTSFIFA

Trophies 49



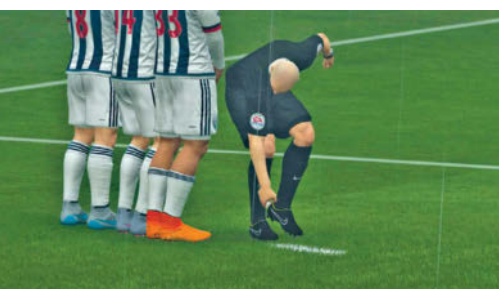
HAS IT BEEN a year already? Bloody hell. As is the norm, just as we're becoming a little better than average at the preceding year's *FIFA*, another one arrives to spoil the party. However, with a host of overt updates, and some crucial ones that are easy to miss if you aren't *FIFA* mad, this year's iteration is the strongest in a while and offers an exhaustive, interesting football experience that is well worth the upgrade.

Of course, for a lot of you, the main reason to upgrade to a new *FIFA* is simply the fact that it's a pain in the arse at the end of a cycle when EA decides to stop updating team sheets – naturally only the proper teams and up-to-date kits will do (something Konami, unfortunately, doesn't seem to appreciate). This is the football fan's game, boasting a typically slick and authentic match day experience that

neatly emulates the coverage you see on Sky Sports or BT – even down to camera angles and commentary flair. Add to this another excellent showing in the graphics department and you're essentially watching football on the TV... but... playing it? It makes sense in our heads. It very much looks the part, put it that way.

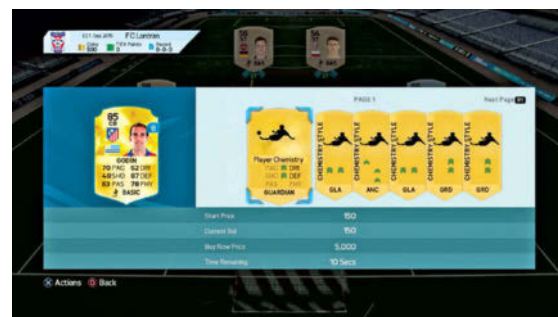
This sort of attention to detail is the norm for EA's franchise nowadays – anything less would be simply unacceptable. The real progression this year resides in the gameplay, and EA has added a few more in-depth footballing strategies this year than it has in past updates. The driven pass makes its debut (and could spell the end of through-ball spamming), allowing you to whip through the sort of punchy, penetrative ball that our mates Yaya and Bastian would be proud of. No-touch dribbling is another new feature, encouraging you to, at long last, properly shield the ball and hold up play like a real centre-forward.

Everything just feels noticeably more deliberate than last year's game – in fact, it has more than a whiff of *FIFA 11* about it, which was our favourite instalment due to its slower pace and greater focus on build-up play. Players feel significantly heavier and more realistic, and it feels like the ability for every player in the game to turn on a dime and then fly into a full-pace sprint in the space of a mere nanosecond has finally been pushed aside in favour of players that, funnily enough, handle like human beings.



△OX□ The whole presentation is stunning, as per usual.

JUST A SCORE   Download on the App Store
GIVE YOUR SCORES ○ FOLLOW OUR SCORES



“EVERYTHING JUST FEELS NOTICEABLY MORE DELIBERATE THAN IN LAST YEAR’S GAME”

The different game modes are as deep as ever – we didn’t need to be asked twice to get stuck straight into Career Mode, as it’s still as fun as ever. It’s worth noting here that, as usual, playing against the AI (which you’ll no doubt be doing quite a lot if Career Mode is your poison) can still be pretty frustrating, as the game essentially doesn’t *ever* want you to win on higher difficulties. It’s a pretty minor gripe, considering that *FIFA* should always be played with mates or online, but it is still a gripe nonetheless.

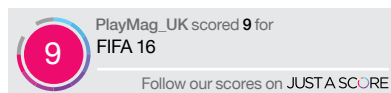
Ultimate Team and online Seasons matches are as dramatic and engaging as ever, and a robust set of revamped Skill Games round off a great package. It’s probably a foregone conclusion

as to whether or not you’ll be buying *FIFA 16* – after all, many of you buy it unquestionably every year. But for those of you who are sitting on the fence, believe us when we say that there isn’t a better match day experience out there at the moment. An essential update.

Steve Holmes

VERDICT

Progressive and intelligent, *FIFA 16* is a much more considered and more precise game than its recent predecessors, and it’s an absolute delight to play.





PLAY CHALLENGE



SHARE THESE FEATS, IF YOU CAN...



BANANA SHOT

▲ SCORE AN AUDACIOUS free kick from over 30 yards to win a competitive game. Go on. Just try it.



THE INVINCIBLES

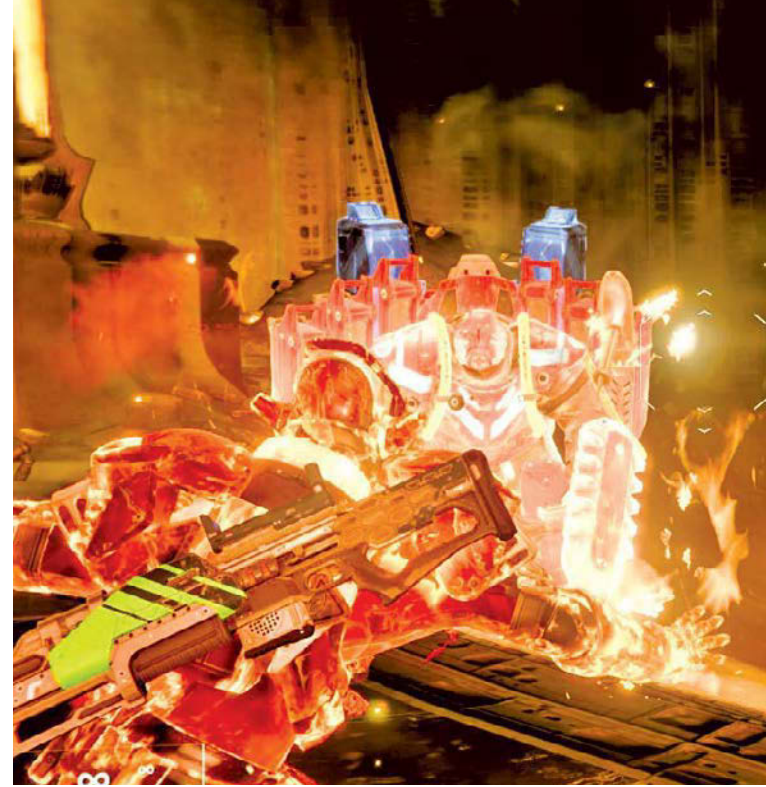
■ RE-CREATE ARSENAL’S UNBELIEVABLE 03/04 season in Career Mode by going a whole season unbeaten.

Beaten our trials? Let us know @PlayMag_UK!



Destiny: The Taken King

Has it given itself a promotion?



DETAILS

PUBLISHER
Activision
DEVELOPER
Bungie
PSN PRICE
£39.99
PLAYERS
1-6
AGE RATING
16+
TWITTER
@DestinyTheGame

Trophies 10



ALSO ON PS3

VALIDATED. THAT'S PROBABLY the word that best sums up how *Destiny's* newest expansion makes us feel. Having championed the ambitious shooter since day one based on its ongoing potential rather than simply what was available at launch, this extensive collection of new content and fundamental gameplay changes helps nudge *Destiny* another step closer to meeting the crazy potential we saw in it last year. The assertion that the entire first year was one long beta and this is the full game is somewhat unfair, but it's grounded in truth – so much has changed and improved that *The Taken King* makes *Destiny* a significantly improved game over what we've been playing for the last 12 months.

The first and most obvious shortcoming of the original game that this expansion addresses is the severe lack of story elements and genuine context for

your actions. Where most of this was left to web-based Grimoire cards and a few awkward lines of dialogue previously, *The Taken King* instead opts for the far more traditional (and effective) method of just using cutscenes. As much as the story itself is still extremely daft, seeing familiar characters move from their default vendor positions and have conversations rather than just spewing one-liners as you pass really helps flesh them out.

“IT'S FAIR TO SAY THAT NATHAN FILLION STEALS THE SHOW AS CAYDE-6”

To this end, it's fair to say that Nathan Fillion steals the show as Cayde-6, the Exo Hunter Vanguard who has been standing still in the back of the Tower until now. He's basically a robotic version of Mal from *Firefly*, and that's fine. Even though Fillion tops the bill, all of the returning cast have upped their game, from moaning quote box Eris Morn to your talkative

Ghost – Nolan North replaces Peter Dinklage throughout in this role, a minor improvement for Year One dialogue but much better with the new material. One thing the new story emphasis does highlight is the fact that the Guardian voice actors don't appear to have been called back – your hero remains conspicuously silent throughout.

If you've played *Destiny* for any length of time, you'll notice immediately how

much the 2.0 update actually changes. Menus, bounties, equipment, storage, quests, progression... *everything* is different to how it was mere

weeks ago and generally speaking, it's all the better for it. The fundamental revision of the levelling system is huge, bumping the level cap to 40, sacking off levelling via equipment and turning Light into a post-game indicator of overall character power, much like an MMO item level.

While gear may no longer affect your character level, Light is an extremely important stat that governs combat effectiveness. Stats across all gear have been normalised to cap out at around 300 (higher with Raid gear and a few other special items), making it easier to see at a glance if new equipment is worth using. The Infuse system, which lets you evolve Legendary or better gear, is a masterstroke – rare or better drops can be broken down to power up weaker gear, effectively making every Engram drop potentially important as you grind your way towards the 300 Light mark and rinse the challenging endgame content.





ΔOXO It's nice to go back to SUROS Regime. The Auto Rifle buff isn't amazing but at least the damn things are viable again.



New story missions and Strikes play around with established mechanics, the Taken (the first enemies to make us feel threatened since we first encountered the Vex, largely due to how well the different types function as a unit) able to corrupt a handful of activities to alter how they play out at random – Strikes won't always be the same, which is huge news for those that like to sit in playlists for hours. If multiplayer is more your thing, the biggest balance patch yet has ended the reign of the Hand Cannon and more or less levelled the playing field. Shotguns are still prevalent but it's way more satisfying now people are using guns other than Thorn.

If this sweeping adjustment and improvement of every aspect of the game is indicative of how Bungie intends to continue with *Destiny* in the coming months and years, we're extremely excited for the game's future. So much has changed that even those who didn't get on with *Destiny* first time around might now find that it clicks, while those who never left the Fireteam will love getting to grips with the new mechanics and content. In fact, they probably already are. See you in the Tower, Guardians...

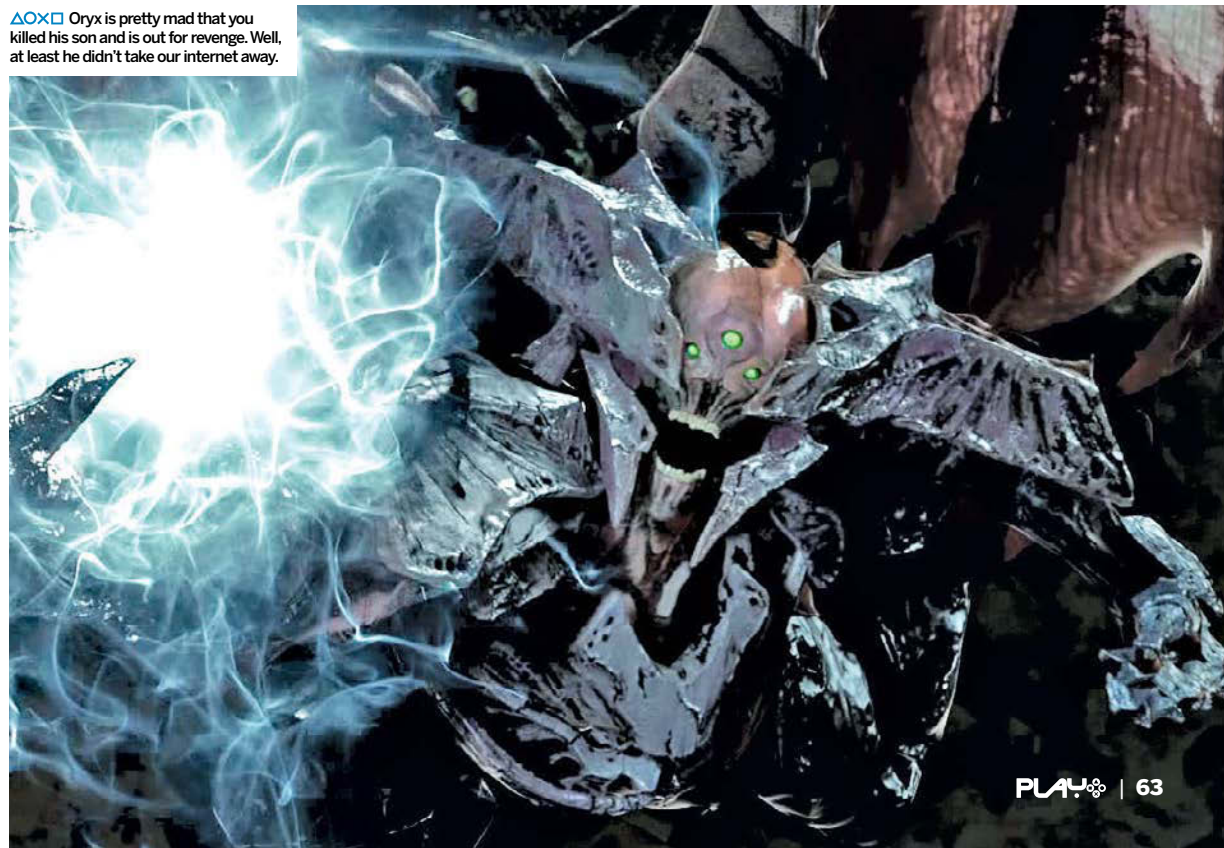
Luke Albigés

VERDICT

A complete overhaul of the core game, boasting improvements across the board. Bungie has raised the bar and reeled us back in, making a year-old game fresh and exciting all over again.



ΔOXO Oryx is pretty mad that you killed his son and is out for revenge. Well, at least he didn't take our internet away.



Mad Max

Middle of the road



DETAILS

PUBLISHER
Warner Bros.

DEVELOPER
Avalanche Studios

PSN PRICE
£49.99

PLAYERS
1

AGE RATING
18

TWITTER
@MadMaxGame

Trophies 50



TO BE ABLE to take the *Mad Max* films, especially *Fury Road*, and adapt them into a sandbox game

as bland as this, Avalanche Studios must have a very severe lack of imagination. The great choreographed action scenes, the colours, the surrealism and the energy of George Miller's movies – none of that makes it into *Mad Max*. It's a copy/paste open-world game, filled with the kind of collectibles, ambient tasks and upgrade mechanics that were exciting when the first *Assassin's Creed* came out, but in 2015, and especially compared to the eye-popping *Mad Max* films, feel drab and boring. If you've played *Far Cry*, *Watch Dogs*, *Just Cause* or any of the big name open-world games of the past eight years, you've played *Mad Max*. There's a layer of franchise mythology, a sprinkle of apocalyptic grime here and there, but it's disinterested in its subject matter. It's a *Mad Max* game in name alone.

The story missions contain only a handful of car chases, all of them brief, uneventful and easy. The Convoy Mission sidequests are a little more like what you'd expect, putting Max up against a procession of enemy vehicles, which he must ram, blast and harpoon off the road, but even they never really come to life. The AI isn't there – rather than attempt to crowd or outfox you, enemies just idly shove your car with theirs. Systems and mechanics are lacking as well. The aforementioned harpoon, which lets you rip parts off your opponent's car, is a fun toy, and you can add things like bumpers and wheel spikes, but there simply isn't enough to do when it comes to vehicular combat. Those excellent scenes with the guys on tall, bendy sticks in *Fury Road*? There's nothing like that in *Mad Max*, nothing even close. You can't even jump from your moving car onto an enemy's moving car – combat between vehicles is limited, more or less, to



ramming and shooting, so it ends up no more remarkable than, say, *Grand Theft Auto* or *Watch Dogs*. It's a total missed opportunity, and although brevity and linearity are often considered dirty words in gaming, it feels like the open-world structure doesn't work for *Mad Max*.

Better would have been a five-hour game, based entirely around orchestrated set-pieces a la *Uncharted*, because it's not like the open-world adds anything to *Mad Max*. There are trinkets to find, races to compete in and enemy camps to infiltrate and destroy, but nothing remarkable happens when you're free-roaming. What you want from a sandbox game is a unique little story, something that happens exclusively to you and seemingly at random, like the time you saw two bears fighting on the side of a mountain in *Skyrim*, before a dragon came along and kicked them both off. But *Mad Max* is such an uneventful world, filled with predictable

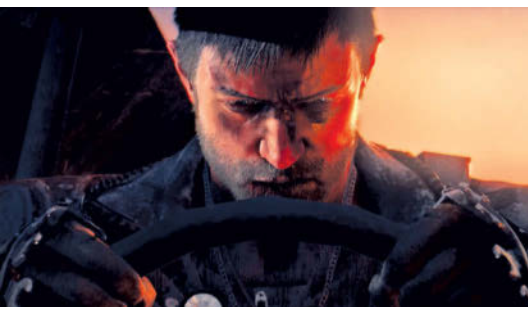
△×○ Combat is mostly hand-to-hand, since ammunition and melee weapons are hard to find. It's obviously inspired heavily by the *Batman: Arkham* games.



“MAD MAX IS SUCH AN UNEVENTFUL WORLD, FILLED WITH PREDICTABLE ENEMIES AND TIRED MISSION SET-UPS”



ΔOXΔ The Wasteland is pretty and cruising around at full-speed can be a blast, but *Mad Max*'s optional side-missions are typical sandbox fare.



ΔOXΔ There are some colourful moments in *Mad Max*'s story but it's lacking the kind of eccentricity and energy that you'd expect after seeing the films.



TROPHY CABINET

DADDY WANTS A NEW GRILL



Earning new hood ornaments is tough. Make sure you're carrying plenty of shotgun and harpoon ammo before you go hunting them.



WASTELAND CHEF



Scavenge for a rotting corpse, usually found in an enemy camp. Hold X, then brace yourself for the following cutscene.



enemies and tired mission set-ups, so nothing notable ever happens. You can get into some good punch-ups – the hand-to-hand combat, lifted almost verbatim from Rocksteady's *Arkham* games is suitably bone-crunching, and you can chain together some big combinations – but you get nothing in the way of anecdotes from *Mad Max*. When you go and explore, there's just nothing going on.

And the same goes for the actual, written story. The *Mad Max* films have always benefited from clear, crisp narrative beats: Max needs fuel, Max needs a gun, Max needs a car. But the game's plot is loose and ill-defined. Ostensibly Max is trying to recover a V8 engine so he can head out into the desert and live a life of peace, but it's so muddled by all the sandbox scurrying that you never get a true sense of what you're doing or why. Things pick up in the last few missions, once a solid

antagonist finally appears, but the writing in *Mad Max* is mostly very thin.

At best, it's a functional game, printed out by the same third-person, Sandbox-O-Matic as the recent *Assassin's Creed* games. Upgrading and designing your car is fun and there's plenty of pretty scenery, but *Mad Max* captures none of the vibrancy or energy of its subject matter. Somehow, Avalanche has turned one of the liveliest and smartest popular film franchises into a derivative, bland and unremarkable game.

Ed Smith

VERDICT

A functional open world game, *Mad Max* captures none of what makes its source material great. Missions are uninteresting, the world is dead and there are next to no damn car chases.

PlayMag_UK scored 4 for Mad Max

Follow our scores on JUST A SCORE

FOR FANS OF...



FAR CRY 4 The Wasteland isn't as lush as Kyrat, and there are no gyrocopters or elephants, but if you enjoyed exploring *Far Cry 4*'s world, *Mad Max* could be for you.

REVIEW | PES 2016 | PS4



PES 2016

In a Master League of its own



DETAILS

PUBLISHER

Konami

DEVELOPER

In-house

PSN PRICE

£54.99

PLAYERS

1-7

INSTALL SIZE

21.42 GB

AGE RATING

3+

TWITTER

@officialpes

Trophies 41



PES AT ITS best captures the unpredictability and variety of football in a way that no other title

can. It has the poise that earned the real sport the nickname 'the beautiful game', balancing the collective and the individual perfectly as it maintains a focus on team play whilst allowing space for moments of flair and creativity. It makes you feel like every passage of play and the goals that punctuate them are unique artefacts, crafted through a combination of your imagination, speed of thought and execution. They won't all be artistic, flowing, passing moves, full of graceful flicks and turns, but each is special in its own way by virtue of how *PES* fosters that impression of uniqueness in each of them. That is what we want from *PES* and that is what *PES 2016* delivers.

To say that this year's entry in the series successfully captures what has earned *PES* a cult following isn't to say that it hasn't made any changes. The most striking of those is the sense of

physicality that's brought to the pitch. Tackling in football games in general, and *PES* in particular, is too often binary – you either win the ball with a successful tackle, or you fail with a mistimed one. *PES 2016*, however, more accurately reflects the battles over possession that you see on a real football pitch. Putting pressure on a player with the ball leads to a jostling that will frequently see the man in control

retain the ball in those kinds of situations. This not only feels far more natural, but makes the battle for possession more compelling.

PES 2016's physicality also helps when it comes to dribbling. While flicks and tricks that you pull off using the analogue sticks are a part of your arsenal, taking into account positioning, changes of speed, and momentum have always been

"PES 2016 IS SCHRÖDINGER'S FOOTBALL GAME AND IT'S ALL THE BETTER FOR IT"

knocked off balance, or the ball run lose. And when we talk about being knocked off balance, we're not talking about those frustrating canned animations that make your player unresponsive and effectively take you out of the game. It's more that you'll be forced into taking a heavy touch that opens up the possibility for the opposition to steal it. It's just that, though, a possibility – it's still perfectly possible to

a more important factor in effectively taking players on in this series. Judging those variables to pull off a successful run remains satisfying in this title, but the physicality *PES 2016* has adds an extra dimension. As an attacker or defender, taking into how you can use your player's body positioning in concert with those aforementioned factors is another way of achieving success. And again, it's not

READ
MORE

Head over to page 50 where Liam and Paul settle the argument over which is best: *FIFA* or *PES*.



△×× England getting tanked, or, in other words, proof that PES 2016 is realistic



FOOTBALL'S COMING HOME

The Euros are coming to PES, but we're not too sure how...



Konami has nabbed the official license for Euro 2016 from EA, meaning that we're going to be getting some kind of official take on the tournament. Konami hasn't revealed, however, what that will be. We suspect that the plan is to release it as an added DLC component in the lead up to the tournament, which would be a cool addition. That is, unless Konami makes us pay loads of money for it...

a case of being successful or not when attempting a dribble – *PES 2016* isn't that binary. You can still pull off a perfect tackle, but you'll also frequently knock dribblers into states of uncertainty where it feels like the battle between an attacker and defender is undecided until you make your next decision. In other words, *PES 2016* is Schrödinger's football game and it's all the better for it.

This sense that you're constantly problem solving, whether on a micro-level when trying to halt an opposing winger, or on a macro-level as you adjust your tactics and style of play to best difficult teams makes *PES 2016* a rich and incredibly gratifying experience.

Other changes made to this year's iteration feel far less radical, but that's by no means a bad thing. *PES 2015* was good enough that it wasn't crying out for an overhaul, but rather just for a few tweaks. Outside of the physicality, that's precisely what we get. For example, players will shape the ball more realistically when they play the ball laterally; there are a couple of new animations that open up new possibilities; keepers display greater urgency and are more competent at making second saves as a result.

These changes all coalesce to create a football game that's unrivalled when it comes to the action. We can see a few areas where it may benefit from a tweak, but it is close to being a flawless game.

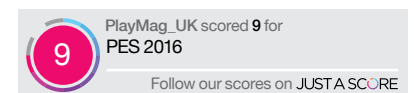
Unfortunately, *PES 2016* continues to lag behind *FIFA* when it comes to modes and general presentation (outside of the player models and animations, which are fantastic). Online co-op continues to be a glaring omission, there's no women's football, and it too often feels like a cheap imitation of its perennial rival with modes like Ultimate Team rip-off MyClub.

But you know what? You can take your Ultimate Team and your kits, because how the game plays is far more important than all that superficial stuff. When it's this damn good, everything else that surrounds that core barely matters.

Paul Walker-Emig

VERDICT

We would still like some improvements to modes and presentation, but the on-pitch action is of such stellar quality that *PES 2016* remains the champion.





Tearaway Unfolded

Hardly pushes the envelope



DETAILS

PUBLISHER

Sony

DEVELOPER

Tarsier Studios/
Media Molecule

RELEASE DATE

Out now

PRICE

£34.99

PLAYERS

1

INSTALL SIZE

7.8 GB

AGE RATING

7+

TWITTER

@tearawaygame

Trophies 35



IT'S EASY TO be cynical about next-gen updates of last gen games. While many are clearly cash

grabs, some developers actually put some effort into them, realising that gamers want more than a simple rehash of a recently released game. It's a testament to both Media Molecule and Tarsier Studios, then, that the first of the two big end-of-year exclusives (which are both remakes) is pretty damned good. Porting a PS Vita game to a powerhouse like the PS4 seems like a recipe for disaster, but it works amazingly well. In fact, it's never looked better. Graphically, *Tearaway* has been hugely overhauled, with far more realistic textures and some stunning lighting effects that really bring the papercraft world to life. *Tearaway's* art style was always vivid on Vita, but it absolutely pops on PS4, breathing new life into the game as hero Iota (or heroine Atoi) goes on a quest to deliver a message to the world of the player. The world of *Tearaway* has also been expanded, with certain areas being far larger than before, which not only adds to the game's scope, but also introduces new elements that weren't in the original. In fact, even if you've played the original PS Vita version many times over, there's

still plenty to discover here as the entire control system has been overhauled to make the most of its new host console. The DS4's touchpad is initially used like the Vita's screen, allowing you to tap objects to activate drum membranes and summon powerful winds with a simple stroke of your finger, but plenty of other features have been added. Our favourite is the ability to throw items into the PS4 controller (where you hear them rattling about) before flicking them out again. It's also possible to use the light bar to

light up areas of the screen and destroy pieces of newspaper. It adds little to the game, and actually makes battles with the minion-like scraps far too easy, but at least it's in there. You can even use the PlayStation Camera and App, but, if we're honest, the former adds very little to the game, while the latter detaches you from the actual *Tearaway* experience.

And the *Tearaway* experience is an important one. With the Vita version, you felt incredibly attached to the world. Your face was constantly in the sky acting

△×○□ You can see yourself in the game world, but it's never as well handled as it is in the Vita game.



as the sun, while you would continually stroke and massage the top and bottom touchscreens to breathe life into the wonderfully crafted world. While there are plenty of clever touches in *Unfolded*, it never feels as intimate an experience as it did on the Vita. Part of the reason for this is the fact that the PS4's touchpad simply isn't suitable for drawing the many objects you're asked to craft on your adventure. Unless you're blessed with tiny fingers, you'll find the touchpad ineffective, messing up items that should have turned into lovely creations on-screen. Sure, you can use the companion app, but it pulls you away from the game. Everything has been done to make *Tearaway* feel as natural as possible on its new home, but at times it feels like the developers are trying to bash a square peg into a round hole and there's an unwelcome clunkiness that wasn't apparent with the Vita version.

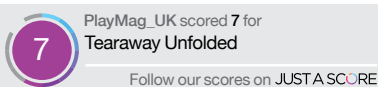
And yet when it does come together, *Tearaway Unfolded* can delight, with you deftly manipulating the game world in endlessly clever ways. It's charming too, thanks to bizarre yet lovable and whimsical characters.

It's far from perfect, however. While some new levels have been added, they don't feel as well-paced as the rest of the game. Many of the new gameplay additions also feel largely superfluous, while the battles with scraps feel far easier than they did on Vita. It makes every encounter with them (and there are many) a chore and you'll soon become irked with each appearance they make. *Tearaway's* controls can also annoy, with the floaty jumping making some of the final stages incredibly annoying to negotiate. You'll stick with it though, because even when *Tearaway* infuriates, it still makes you want to play on to discover what will be unfolding around the corner. It's just that darn charming.

Darran Jones

VERDICT

While numerous changes and enhancements have been made to *Tearaway Unfolded*, it never flows quite as well as the Vita original. It's still fun, mind.

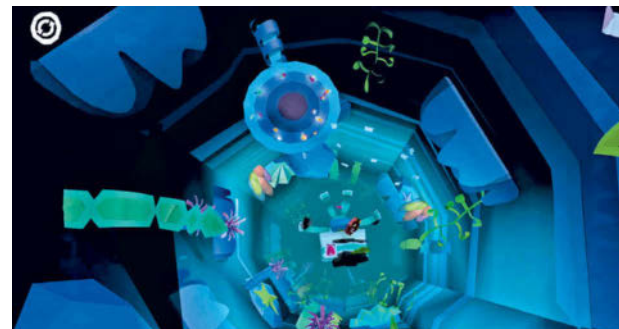


△×□ The game's presentation was always great but here, it has been upped a couple of notches.

“WHILE THERE ARE PLENTY OF CLEVER TOUCHES IN UNFOLDED, IT NEVER FEELS AS INTIMATE AS IT DID ON VITA”



△×□ This little fella eats his way through various items, allowing you to progress. We originally planned to call him Jib-Job, but pressed the wrong button.



I SECOND SCREEN Using the companion app

PICTURES

By using this icon you can take photos of anything around you and use them to transform the ground Iota is standing on.

CRAFTING TIME

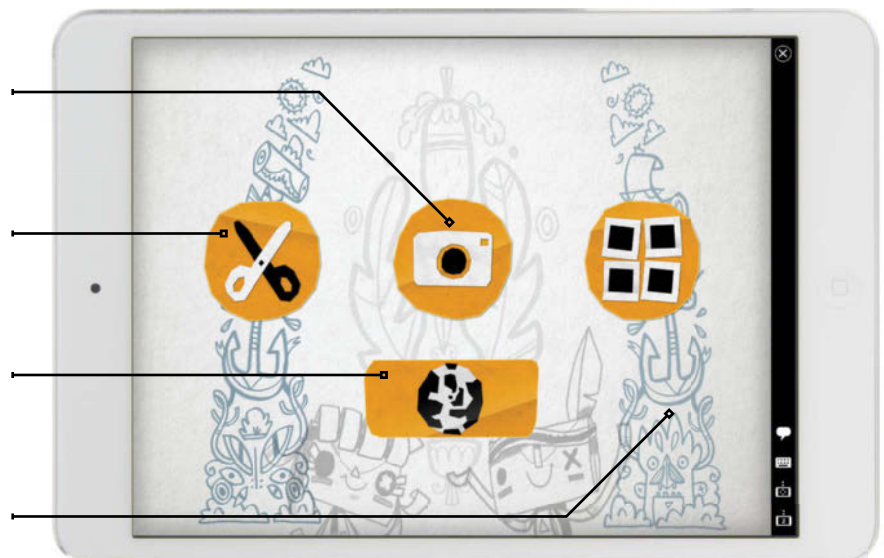
The DS4's touchpad is way too small for your needs in *Tearaway*, so use this to create better items.

GO ONLINE

Want to carry on playing *Tearaway* while checking your progress online? This icon is the best way to achieve that.

ALL IN CONTEXT

The app is context sensitive so a friend can muck around on the app and send it to you while you're playing.





Soma

Not much has changed but we live underwater



DETAILS

PUBLISHER
Frictional Games

DEVELOPER
Frictional Games

PSN PRICE
£19.99

PLAYERS
1

INSTALL SIZE
11GB

AGE RATING
18+

TWITTER
@FrictionalGames

Trophies 10



TWO THINGS COULD

stop *Soma* from finding the success it deserves. First, it's not as scary as

Frictional's previous games, not by a long shot. Those many thousands of YouTube videos of people freaking out over *Amnesia* and *Penumbra*? *Soma* isn't going to foster the same response. Second, it often feels like copying. As you hide from monsters, scrounge engineering tools and solve puzzles to bring broken, clunky computers back online, you can't help but think of *Alien Isolation* – *Soma*, to a lot of people, will seem like a plagiaristic latecomer.

But inevitable as they are, these criticisms are unfair. *Soma* began development in 2010, four years before *Alien* hit shelves, so any of its similar ideas are unlikely to be directly nicked. Plus, it's not trying to be frightening. Presumably bored with the run-and-hide horror games that it helped create, Frictional, with *Soma*, has swapped psychological scares for sci-fi intrigue.

Rather than the makings of a moody gameplay video, with some jumpy Let's Play-er talking over the top, *Soma* is the equivalent of a really great short story. It's consistent, contained and full of colourful ideas and sequences.

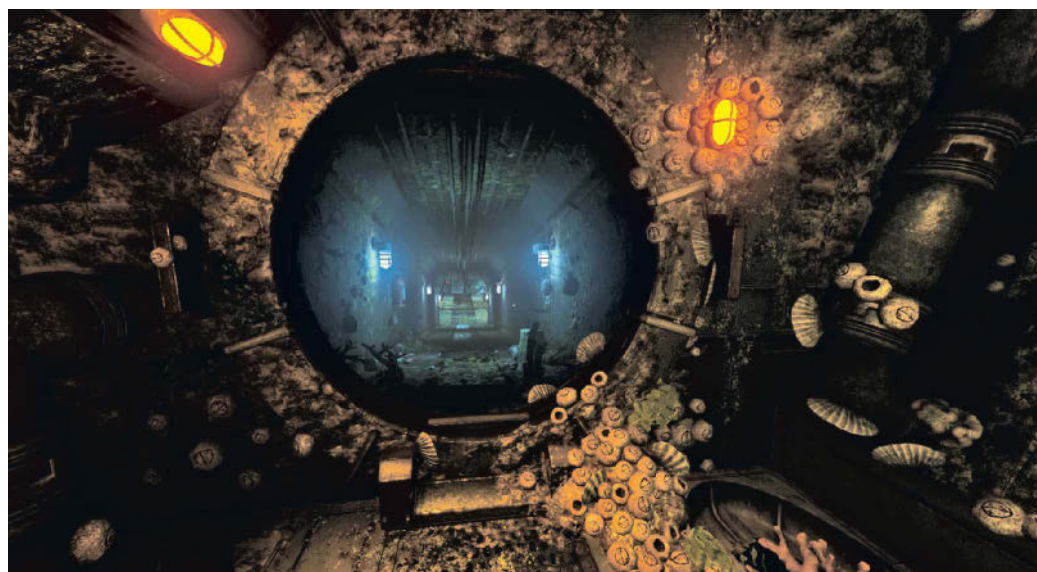
Set aboard Pathos II, an underwater research station that's been overrun by a malicious, sentient AI, every inch of *Soma* feels like it's been pored over by designers and writers again and again. There's no dead space, no time spent just idling around, looking for the door to the next section – more than *Everybody's Gone To The Rapture*, *The Vanishing Of Ethan Carter*, or any other exploration-based game you might care to name, *Soma* moves. Without devolving into bland, numbing action sequences, it always gives you a tangible goal and something physical to do. One minute you're outside on the ocean floor, tinkering with a switchboard, trying to restart a generator. The next you're clambering around the rusted frame

of an old metal walkway, trying to find the entrance hatch to another of Pathos II's destroyed research centres. Without spoiling some of its very best moments, it's hard to write suitable praise for *Soma*. But you're unlikely to play another game that so well balances variety and inventiveness with consistency and context. Everything you do in *Soma*, you do for a reason – it has a terrifically strong narrative through line. And yet Frictional manages to fill the game with dozens of distinct, choreographed, small and large set-pieces.

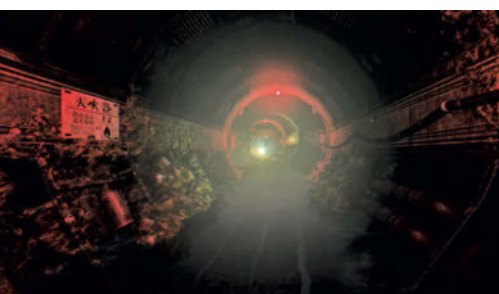
It only struggles, in fact, when the monsters are on-screen. There are no hiding mechanics in *Soma*, no ways of getting into cupboards or hiding under beds. And the enemies behave so unpredictably – sometimes chasing you full-force because you walked instead of crouching, sometimes unable to see you even though you're standing right in front of their eyes – that sneaking around them is always a farce. Nine



ΔOX□ *Soma* isn't as frightening as Frictional's previous games, nor is it trying to be. It's less horror, more science-fiction



“FRICTIONAL MANAGES TO FILL THE GAME WITH DOZENS OF DISTINCT, CHOREOGRAPHED, SMALL AND LARGE SET-PIECES”



times out of ten it's best to give up on stealth and just book it, to die and retry until you manage to run through the next invisible checkpoint. They add a little something – if your attention to the world or the story is flagging, they give your leash a sharp little yank – but *Soma* could actually do without the monsters and scares. It's testament to the writing and puzzle design that the game generally feels at its best when you're exploring alone.

Soma hits upon a fantastic middle ground. It's not a loud action game, like *Call Of Duty*, but nor is it a quiet, ornate staring simulator like *Everybody's Gone To The Rapture* and *The Vanishing Of Ethan Carter*. For once, here's a videogame that doesn't slide neatly

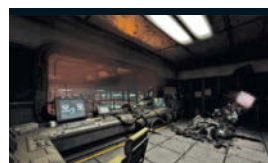
ΔOX□ Pathos II, the underwater base that you explore in *Soma*, is divided into seven distinct sub-sections, each containing a new threat.



TROPHYCABINET



KILLED THE DREAM I DREAMED
Take plenty of time to look around the lab. Search every room and every desk. Try to ignore those... noises.



A NEW YOU
Once you get close to the final destination, just run. Don't think, don't hide – just leg it. You'll be fine. Well, probably.

into any given genre. Although it's occasionally scary, it's still playable and breezy. Though it's set in a dead world, it's nevertheless full of life and energy. And though it purports to be philosophical science fiction, probing the nature of human identity, *Soma* remains funny (at times), brisk and an excellently contained short story, boasting some of the best set-pieces in recent videogame history. Ignore the easy criticisms and keep an open mind going into this one – just like on board Pathos II, nothing in *Soma* is as you might originally expect.

Ed Smith

VERDICT

A smart, contained, neatly-written sci-fi story filled with excellent sequences and set-ups. The scares are light, but *Soma* is one of the best horror games in years.



PlayMag_UK scored 8 for *Soma*

Follow our scores on JUST A SCORE



Player models look great and animations are as weighty and realistic as you'd hope.

Madden NFL 16

All the right moves



ALSO ON PS3

DETAILS

PUBLISHER
EA Sports

DEVELOPER
EA Tiburon

PSN PRICE
£54.99

PLAYERS
1-4

AGE RATING
3+

TWITTER
@EAMaddenNFL

Trophies 37



THE FRIDAY FEELING, a few beers and the sense of cocky accomplishment that accompanies both of these things quickly turned into mild bewilderment when we first played *Madden 16*. We'd describe our knowledge of American football as 'limited but enthusiastic', and so we were taken aback by the remarkable amount of depth and variety in EA Sports' latest homage to one of the most popular sports in the world. There's no denying it – this is a game built for proper fans of the sport, but there's plenty for complete rookies to take away from it as well.

Of course, it makes perfect sense that *Madden* is a deep and technical sports game, as American football is an inherently complicated sport, rife with pauses, time-outs and an enormous amount of ways to play. This is reflected

in *Madden*, evidenced most by the sheer amount of different offensive and defensive plays that are available to you every time the game pauses for breath. It's an immensely tactical game, and over the many hours that we forced a mate to play one-on-one multiplayer with us, it quickly became apparent that it's near enough impossible for matches to ever play out in the same way – there's so much variety in what you can do with each play. Do you urge your halfback to nip through a defensive line for some conservative yards or blaze a 40-yard pass down the park? Do you keep a concerned eye on the opposition's wide receiver or focus on sacking the quarterback before the ball leaves his hand? Hundreds of offensive and defensive plays are available across each of the game's core modes, making this one of the most strategic sports experiences out there.

GET IN RHYTHM: 3 CONSECUTIVE COMPLETIONS

3 STRAIGHT COMPLETIONS TO GAIN XP & CONFIDENCE



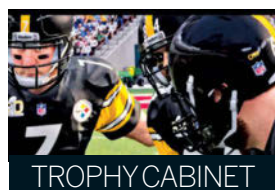
"IF YOU'RE AN NFL FAN, THIS IS A GAME ABOUT PURE STRATEGY, WHEREAS IF YOU AREN'T IT'S ALL ABOUT EXPERIMENTATION"



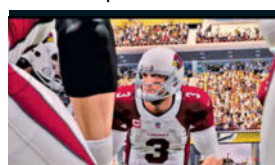
△×× This is us attempting an audacious Hail Mary play. There are a huge amount of different options available at all times.

What this ultimately means is that if you're an NFL fan, this is a game about pure strategy, whereas if you aren't, it's all about experimentation. Whichever camp you're in, it stands to reason that you will have a great time figuring out which play styles suit you best, whether with a predetermined NFL squad, *FIFA*-style Ultimate Team or Draft Champions squad. The only thing that really stands to ruin the fun is that the sport itself is often too stop-start, which, if you're not completely used to it, can become quite frustrating during a long session.

Still, despite the incessant breaks in play, when that ball is snapped, you're always in for at least a few seconds of drama, whether you're looking for that comfortable pass or a Hail Mary



TROPHY CABINET
SATISFYING COMEBACK
For this, you'll need be 17 points or more down at halftime, and then come back and win. Might need to put it on Rookie mode.



PUT SOME TOUCH ON IT
Using the Touch style of pass, throw the ball to a receiver in the end zone for a TD. Lots of fun, this one...



screamer. There are a huge amount of passing options available to you, requiring quick thinking each time the ball is snapped to your quarterback. When the QB receives the ball, holding down R2 brings up your receivers, who are assigned to different face buttons and R1, and it becomes all about timing your throw perfectly as they run into space. Once the ball's in the air you often only have a fraction of a second to then decide whether to go up for an aggressive catch, grab the ball in your stride and hope you can break into a run for the endzone, or hold X for a conservative possession catch in order to gain some safe yards. It feels a little over-complicated at first, but before long it becomes intuitive. However, they do like to drop the ball quite a lot, which can spell moments of real frustration as it's often hard to understand why you've failed so miserably. The passing is great, but the catching can leave a lot to be desired at times.

Even so, overall, EA has developed yet another sports game with an eye

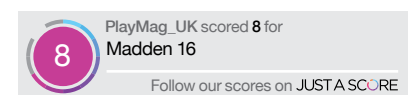


on matchday authenticity, and the whole presentation is accurate down to the smallest details. We noticed a few wobbles in terms of the engine from time to time (strange collision detection and the classic *FIFA*-style janky animations being the main culprits) but never found them to be game-breaking, and the whole thing looks pretty damn gorgeous running in *Ignite*. If you're a fan of American football, this is essential reading. If you aren't, but enjoy sports games, keep an eye out for this on the PS Store and see if you can pick up a bargain later in the year.

Steve Holmes

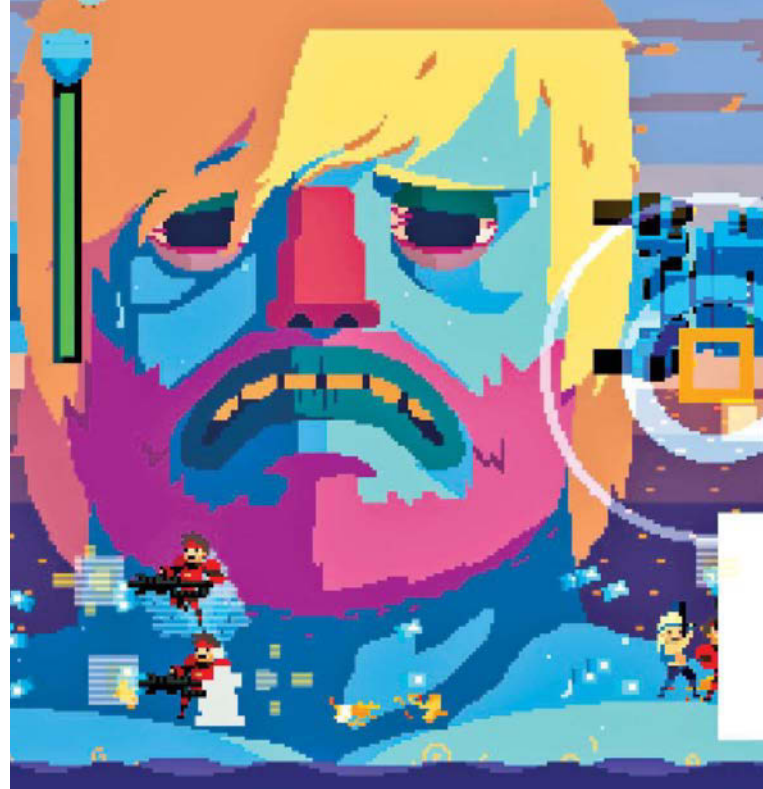
VERDICT

A solidly built, good-looking and immensely fun American football experience, *Madden* is only let down by a few engine gripes and the limitations of the sport it emulates.



Super Time Force Ultra

DeLorious



DETAILS

PUBLISHER
Capybara Games
DEVELOPER
In-house
PSN PRICE
£13.99
PLAYERS
1
INSTALL SIZE
611 MB
AGE RATING
12+
TWITTER
@CAPYGAMES

Trophies 34



WE'VE ALWAYS GOT

time (no pun intended) for a game that's got original ideas and *Super Time Force Ultra* is one such title. On a basic level, the game is a side-scrolling shooter. The twist, however, is that when you die, you can rewind time and drop back in as any one of the game's large roster of characters. What *really* makes the game interesting, though, is that those former incarnations of yourself continue to play on the route you originally took with them, to the effect that you end up with an army of spectral allies accompanying you through a level, taking out enemies to help you out before they reach the moment that they perished.

The game is at its best when you make frequent use of this mechanic to

exploit the diverse abilities of each of its characters. Each has a standard attack and a charge attack. These characters range from Aimy McKillen who can fire bouncing bullets or a laser that passes through walls, to Cleo, who surrounds herself with a circle of boomerangs that can be thrown as a single barrage with a charge attack. Needless to say, each team member plays quite differently. Working out how to best exploit each

with some of its boss battles and set-pieces. Take a level where you have to protect to missile as it's slowly wheeled through a level as an example. The game becomes a puzzle where you're not just thinking about how to get to the end of the level within the time limit and without running out of lives, but how you can get to enemies before they get to your missile. Things get even more complex when

you start trying to sweep up all the collectibles, and when you take into account that it's possible to save previously killed allies and collect them to add their charge attack to yours. You

"YOU END UP WITH AN ARMY OF SPECTRAL ALLIES ACCOMPANYING YOU THROUGH A LEVEL"

character's strengths with each challenge is a large part of the fun.

The game is built to encourage you to experiment with this variety, too, something that's particularly evident

might end up using Jean Rambois' three-pronged bullet spray to take out a group of weaker enemies, rewind and use Shiedy Blockerson to stop a grenade hitting your missile and killing a previous iteration of a now-deceased Jef Leppard, sacrifice a run with Cleo to grab an errant collectible before rewinding to make sure you don't waste any time with that off-course deviation, select Jef Leppard again, collect the previous incarnation you've now saved and exploit what is now a double rocket attack to clear an obstacle in your path. That makes the game sound prohibitively complicated, but it's not. It is incredibly smart and rich with possibility, but it is also very intuitive after a short adjustment period.

It's remarkable given the amount of possible permutations that *Super Time*





△×□ Stopping this poor god dropping Atlantis is just one of the history-altering tasks you're given by Commander Repeatski.



SHUHEI-LO TO MY LITTLE FRIENDS

The PlayStation versions of STFU have a couple of familiar faces to unlock...

SHUHEI YOSHIDA

PlayStation's lovable president can be recruited to your ragtag team of heroes. Shu does away with normal weapons and uses his trusty phone to fire out deadly tweets and Emojis.

SIR GALAHAD

No stranger to the battlefield and surviving throughout time, *The Order: 1886*'s Sir Galahad brings his Arc Lance to the party to fire out streams of electricity.

JOURNEY

This nameless protagonist isn't known for fighting, but, whatever. In *Super Time Force*, its trailing scarf pieces are an unusual yet powerful weapon.



△×□ As well as referencing games of yore with its colourful pixel art, the game has a brilliant old-school soundtrack.



Force never buckles under the pressure. Instinctively, you feel like it should degenerate into abject chaos, or that it should struggle with balancing difficulty by virtue of how many characters you can have fighting at once. It doesn't, and that's a tribute to the quality of the game's design. It could be argued that too many of the game's boss fights degenerate into packing a load of firepower into short bursts where the game's puzzle element could have been pushed harder to make things a little more interesting, but even that is enjoyable in its own way.

In praising studio Capybara's design, we also have mention how wonderfully varied the game is. Outside of the diverse roster of characters we've already mentioned, the game frequently presents you with levels that change how you play the game. Along with the aforementioned missile level, there's a stage with a jet pack and levels where you have to leap between moving cars.

These take place in locations that are visually distinct and that are populated with different enemies, from medieval melee characters, to robots in the far future. Most importantly, they're *fun*.

High-score chasers and completionists will get the most out of *Super Time Force* as they replay levels to try and best previous runs. But, even if you're not interested in replaying, that game's brilliant core concept and its near-flawless implementation make it a fantastic action game that is excellent value for money.

Paul Walker-Emig

VERDICT

A unique, clever, satisfying and endearing game. There's very little negative to say about this brilliant time-travelling shooter – we enjoyed every second of our time with it.



PlayMag_UK scored 9 for
Super Time Force Ultra

Follow our scores on JUST A SCORE

REVIEW ROUND-UP

WE DEARLY LOVE the *Broken Sword* series so we were delighted that Revolution was successful in reviving the adventure classic. The point-and-click interface of **BROKEN SWORD 5: THE SERPENT'S CURSE [A]** means that it is most naturally played with a mouse, but it's by no means bad on a console using the DualShock 4. The game sticks faithfully to its point-and-click roots in ways that aren't always positive – there's the odd frustrating puzzle and painstakingly hunting for objects that you can interact with rather than working out how to use them is a bit too common. Having said that, the game does include a hint system that keeps those frustrations to a minimum and, for the most part, the fifth *Broken Sword* proves itself to be a smart puzzle adventure. In keeping with the series' jet-setting proclivities, you get to travel to locations all around the globe as you seek to unravel the secrets behind a

mysterious painting. It's a very well-told tale that knows how to balance its serious elements with the tongue-in-cheek sense of fun that *Broken Sword* has always had. It retains that colourful, cartoony aesthetic that we associate with the series too, though we could do without the stilted animation that accompanies it. *The Serpent's Curse* is not perfect, then, but it is a faithful take on the *Broken Sword* formula and it's an instalment in the series that reminds

“GROW HOME MAY HAVE BEEN A LITTLE DISAPPOINTING FOR US, BUT ARMELLO FOLLOWED THE OPPOSITE TRAJECTORY”

us why we love point-and-click – we wouldn't hesitate to recommend this to any and all fans of the genre.

While we're talking about games that are faithful to titles from the Nineties, we

may as well discuss **XEODRIFTER [B]**. Anyone who knows the SNES and Game Boy will get a distinct sense of familiarity when playing a game with music and visuals that are strongly evocative of that era. *Xeodrifter* is a Metroidvania where you travel to different planets, exploring them to gain new abilities that will open up new areas and bring you closer to your goal of repairing your damaged ship. We like the boss battles in the game (or rather, the single boss battle that grows in complexity as it repeats), structured as it is around learning tells from the boss and how to deal with each of its attacks. Unfortunately, we found everything in between a little uninspiring. That's not to say it is a bad game, nor that we don't think those with a taste for anything retro will enjoy it. It's just that when we've also got games like *Guacamelee* and *Axiom Verge* on PlayStation 4, we're not quite sure this one does enough.

GROW HOME [C] is a rather odd, experimental title. The primary objective of the game is to grow a gigantic plant

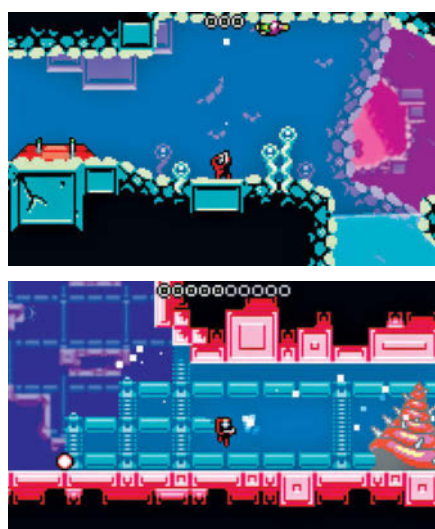


△×× Broken Sword can look beautiful at times, even if it is a bit ungainly in motion.



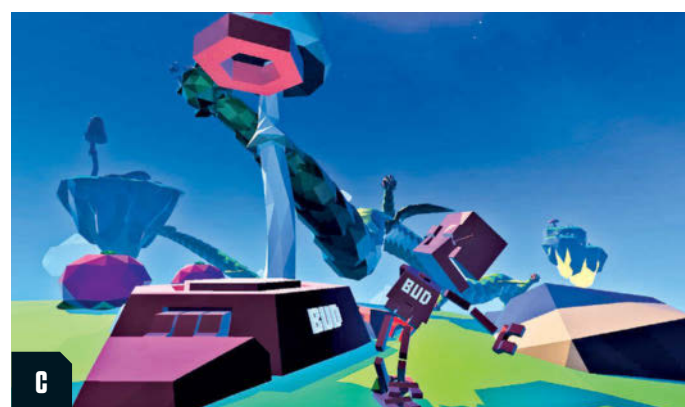
△○×□ Once the dash ability is obtained, you can traverse this otherwise lethal pink mess.

by guiding its sprouting branches into floating green platforms that will feed its ascent to the skies. To do this, you take control of a little red robot with an endearingly janky walk. You've got to scale the plant, get onto one of its waiting appendages and then start the growing process. The primary hook that *Grow Home* has is that you *actually* have to climb. This isn't like every other game where you just hold down X to make your avatar scale whatever is in front of you with barely any input. Here, each arm is on a shoulder button - you must aim where you want to place your hand and then hold the corresponding button down to grasp it as you reach for your next handhold. There's something incredibly compelling in that system, but it just isn't implemented very well. For one thing, the game sometimes seems unsure about whether it's going to let you grasp onto a surface or not and you'll fall for reasons that are unclear relatively frequently. With the camera going AWOL now and again, too, *Grow Home* just feels like a bit of a mess. Yet, we still feel like the act of trying to make a game where climbing is actually a challenge and where you feel as precarious as you should while hanging off a towering structure is worthy of praise. There's something in the core idea and promise that kept

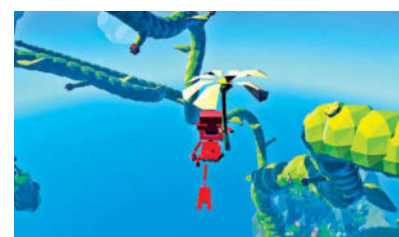


us playing for longer than we otherwise would have. The main thing we take away from this game, though, is that we would love to see someone build on what *Grow Home* is trying to do, mix it with a little bit of *Tomb Raider* and *Shadow Of The Colossus* and give us the climbing game that this just falls short of being.

While *Grow Home* may have been a little disappointing for us, [ARMELLO \[D\]](#) followed the opposite trajectory. We were initially bemused about why someone would want to play what is basically a tabletop game on a console, but that quickly left our thoughts when we started playing this slick and surprisingly engaging strategy game. The goal of *Armello* is to try and claim the throne from a mad king. There are a variety of characters to choose from who each have different strengths and

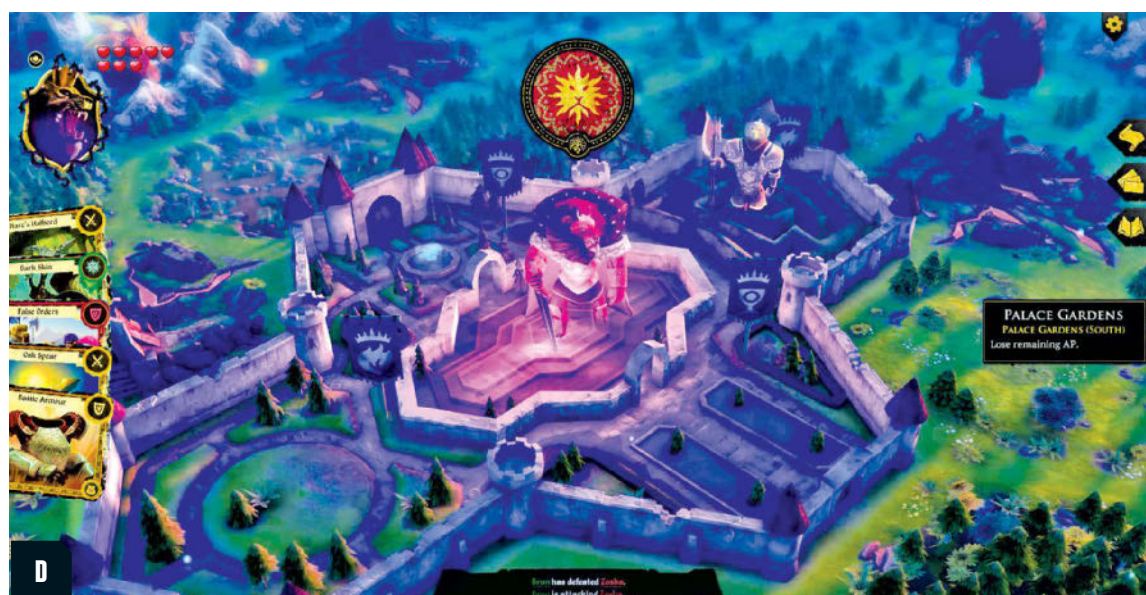


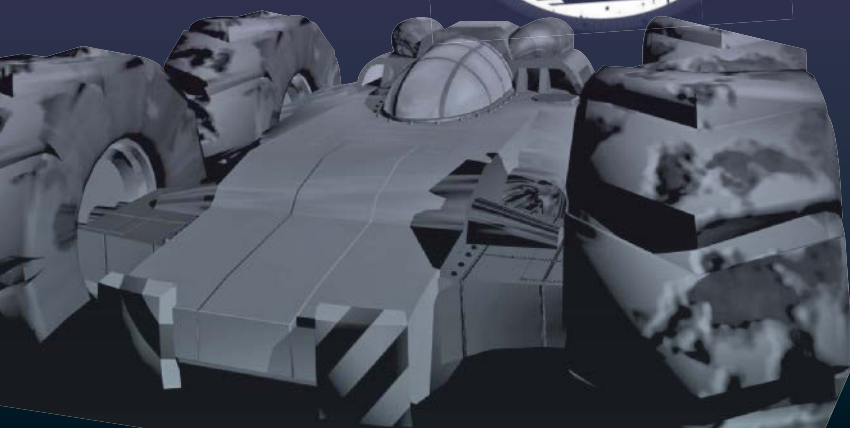
△○×□ *Grow Home*'s low-poly style is reminiscent of the early PlayStation era.



weaknesses and there are different ways of achieving your ultimate goal. Doing so is a matter of completing quests in order to gain items and prestige, drawing cards to give you special abilities, and engaging in battles based on dice rolls. Its roots in tabletop gaming mean it is likely to have niche appeal and will perhaps be a little inaccessible to those who aren't familiar with the genre, though it does have a fairly extensive tutorial to give you a grounding in the basics. Niche as it may be, *Armello* is a game that achieves exactly what it sets out to do: to provide you with a slickly presented, deep and engaging strategy game.

△○×□ The king has gone off his rocker. That's what power does to people.





PUBLISHER PSYGNOSIS | DEVELOPER ATTENTION TO DETAIL | FORMAT PSONE

RELEASE DATE 24 MARCH 1999 | PLAY SCORE 87% | METACRITIC SCORE N/A

The Making Of... ROLLCAGE

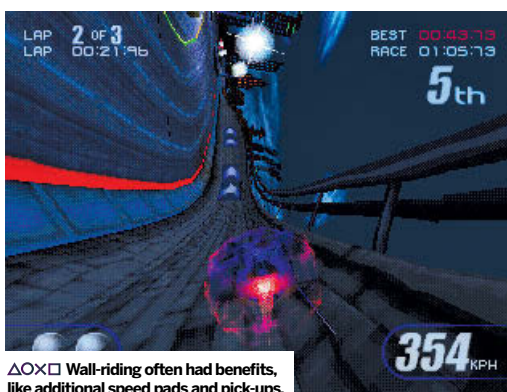
When futuristic racers were all the rage, Rollcage captured fans by eschewing anti-gravity sleekness for the chaotic fun of radio-controlled cars. Nick Thorpe talks to David Perryman and Rob Baker to find out how this cult classic came together...



“WE HAD SPEED AND WE HAD DOWNFORCE – THE IDEA OF DRIVING ON CEILINGS AND WALLS WAS THERE FROM THE BEGINNING”

Back when 1999 was far enough away to be an attractive date for sci-fi writers, it was envisioned as a time of flying cars and holidays on the moon. Of course, when the year actually rolled around, nothing could have been further from the truth – most people didn’t even own a mobile phone or a DVD player, let alone a jetpack. However, we did have our own visions of the future thanks to videogames, and most of them seemed to involve racing. *WipEout* and its sequel had been hugely successful and a third game was on the way, in part to fend off the competition from the N64’s *F-Zero X*. Acclaim was getting on with the *Extreme-G* series, Criterion was finishing up *Trickstyle* for the Dreamcast launch, and there was even a licensed *Star Wars* racer on the market. It would have been easy to fall behind in such a competitive field, but the Warwickshire-based studio Attention To Detail managed to carve out a place of its own with its futuristic racer, *Rollcage*.

According to David Perryman, then a level designer at the studio, the game’s origins come from one of the studio’s regular game pitching evenings. “I apologise if I’ve missed anyone out, but my memory is the following: Steve Bennett had invented a new method of pushing polygons through the PlayStation at a ludicrously fast speed. He, and I think Stuart Tilley, pitched that technology as a racing game with destruction in it. They called it *Wrecked On Speed*. I think at that point, that was pretty much all there was to it: stupidly fast cars with a ton of downforce able to drive on walls and blow stuff up.” It’s a simple



concept, but one with an obvious appeal. After a period of pitching the game to publishers under the name *G-FX (G-Force Xtreme)*, the team was signed up by Psygnosis and the game was renamed *Rollcage*, a suggestion from Alan Bunker, head producer at Psygnosis Stroud.

With such a crowded marketplace for futuristic racing games, driving on walls turned out to be one of the game's unique selling points. "We had speed and we had downforce – the idea of driving on ceilings and walls was there from the beginning," Perryman explains. However, it was initially a bit of an inelegant feature. "Originally the cars were futuristic, but conventional," he elaborates. "The wheels were under the body of the car – in fact when I put together the first publisher demo we didn't even have wheels. They were calculated for the physics, but we'd not got round to rendering them yet! But exiting a tunnel from the ceiling and coming down to the ground was a bit cumbersome and clunky. The solution was to just rotate the car back to upright."

As luck would have it, the publisher provided the breakthrough solution for ATD's problem. "One day, John Meegan (our external producer at Psygnosis) came into the offices with a Ricochet

remote control car – the one with the big wheels that flips over... and we collectively slapped our foreheads. Within a week, we had flippable cars in the game with big wheels." While the toy provided an effective solution to the need to rotate the car, the team wasn't entirely realistic with its implementation. "Anyone who has played with one of those Ricochet cars will know that we had to cheat with *Rollcage* cars – they shouldn't really continue in the same direction when flipping."

Of course, any design problems with the cars were far outweighed by the technical constraints that the team faced. The PlayStation was a mature platform by the time *Rollcage* hit the scene, and the hardware that had seemed to offer unlimited potential a few years earlier now felt decidedly limited. "The PSone only really had 2MB of memory, with a further 1MB shared with the GPU," explains Rob Baker, who worked on *Rollcage* as a programmer. "Even back in 1999, that memory size was real small. By comparison, PCs of the day regularly sported 128MB or more. The most obvious restriction this placed on the game was the overall length of the racing tracks. We would have loved for them to be two or three times longer than they were."

BLUFFER'S GUIDE

Everything you need to know in five facts



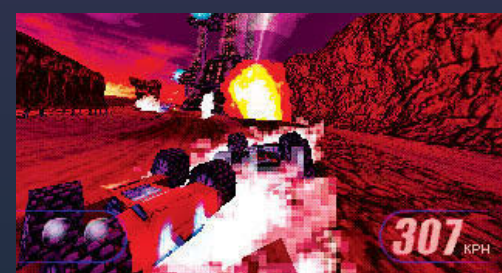
1 *Rollcage*'s big-wheeled vehicles can leave the road to drive up walls and across ceilings.



2 Races span four worlds, from the icy Sapphire Springs to the Mars mining colony, Outworld.



3 Weaponry allows players to gain the upper hand on opponents with explosive force.



4 Some track elements in *Rollcage* could be destroyed, a unique feature for the era.



5 The soundtrack included contributions from artists including E-Z Rollers and Fatboy Slim.



FOR MORE ON CLASSIC GAMES, CHECK OUT
The
PlayStation Book
ON SALE NOW

AVAILABLE FROM ALL GOOD NEWSAGENTS & SUPERMARKETS,
OR ONLINE AT WWW.IMAGINESHOP.CO.UK



△OX□ Straying from the beaten track could reveal some excellent shortcuts.



STANDOUT MOMENT



YOU SPIN ME RIGHT ROUND

Getting to grips with Rollcage's unique physics

Before you've bagged your first podium finish, you'll probably come to realise that staying in control in *Rollcage* is not an easy task. It can only take a small bump to flip the car over, and it's possible to see your car gracefully pirouette through the air after a major crash. Of course, with weapons scattered liberally throughout each track, you're going to take a hit or two regardless of how careful you are. Luckily, when all else has failed, you can hit the circle button to get the car facing forward, though you'll lose some speed for doing it.

FURTHER READING



OLDER – WIPEOUT

This anti-gravity racer defined the PlayStation at launch, and became the default point of comparison for every futuristic racing game that followed.



NEWER – FIREBUGS

By the time *Firebugs* arrived in 2002, many players had migrated to the PS2, meaning that ATD's last stab at the *Rollcage* formula was cruelly overlooked.

Memory wasn't the only problem from a technical standpoint. "The CPU and GPU ended up becoming a real burden, too, with clock speeds of just 33MHz," Baker explains to us. "Where we started with an ultra-fast track renderer – the fastest Sony had ever seen on their test equipment – the game eventually became bloated with the plethora of weapons and effects that made it what it was. It looked really good, of course, but it came with a price. The game was originally designed to run at 30fps, but it eventually settled around the 25fps region, even with the monumental amount of optimisation that we performed to get the game running as fast as it possibly could."

Having an engine prepared in advance helped Perryman when it came to actually designing the tracks, as he was able to gain an understanding of the game's unique physics. "I had the luxury of being able to play around with the cars for weeks before I needed to start creating tracks that would go into the game. I tried out all sorts of ideas,

a lot of them bad – some good," he notes. "It would have been easy to overuse the wall and ceiling capabilities, but I was more interested in creating pace and exploring all aspects of the cars capabilities. So with each track I tried to combine a mix of stuff. Wall and ceiling riding of course, but also all-out fast sections which were usually straights so you had a chance to rub your D-pad thumb back to life. I worked in technical sections and tricks, pinch points and wide open sections to gather your thoughts. I spent a lot of time balancing risk and reward, and I'd wander around the studio watching over people's shoulders as they played the game."

When it all came together, the end result was something truly unique – but when the game was revealed, comparisons were inevitably drawn between *Rollcage* and its Psygnosis stablemate *Wipeout*, but the similarities weren't mandated by the publisher. "Apart from the big wheels, we pretty much had the whole game fleshed out before we were signed with Psygnosis,"



△×□ Characters were cut for the sequel in favour of putting the vehicles in the spotlight.



ROB BAKER'S CONFESSION

"I remember the launch party, barely, where we all got completely smashed by mixing champagne and Guinness into something called 'Black Velvet'. I had the mother of all hangovers the next day, and remember waking up, dragging myself to some semblance of consciousness at what turned out to be Steve Bennett's house. He was pretty ill too, barely functioning downstairs while I plundered his bathroom upstairs. The Black Velvet did a number on my insides, and my insides subsequently filled Bennett's toilet with a thick, black sludge that I discovered no amount of flushing was ever going to shift. I quietly left, with no resolution to the problem, or even (somewhat shamefully) a word of apology – just a longing for my own bed in a blackened room."

Perryman explains. "There are obvious similarities with *Wipeout*, but that wasn't our intention. I do wonder if we had been signed by another publisher whether the similarity would have been noted upon as much."

"The two games were actually very different and I think Psygnosis liked it that way," Baker recalls. "There was none of the arcing grace of *Wipeout* in *Rollcage* – it was

wreck your lap times, and your weapons did exactly what they were meant to do at all times, causing standard damage in standard ways. By contrast, *Rollcage* was a chaotic monster. A single smash could send you flying off in any direction, and a driller rocket could just as easily be used for a precision strike on a single racer as a field-wrecking attack on a trackside building.

"I WOULD WANDER AROUND THE STUDIO WATCHING OVER PEOPLE'S SHOULDERS AS THEY PLAYED THE GAME"

frenetic and bombastic by comparison. Where *Wipeout* was the kid that studied hard and got straight As, *Rollcage* was its unpredictable cousin with ADHD that somehow was still too cool for school."

Going back to *Rollcage* now, it's easy to see the differences. The *Wipeout* games dealt in precision – a scrape of the track's edge would show as such and potentially

The game was a success both critically and commercially, and a sequel went into production for 2000. Eventually titled *Rollcage Stage II*, the game offered an improved weapons system, more racing modes and more cars. However, it also did away with the largely superfluous characters of the first game. "I never really liked the characters in *Rollcage*, the car was the star

and I always felt that the characters were just filler," explains Perryman, who served as producer on the sequel. "In *Rollcage Stage II*, we did away with the characters altogether and I think that worked a lot better. Except that the vast number of cars watered down any feeling of ownership and that 'car is the star' feel was lost." That issue was rectified with character-specific vehicles in *Firebugs*, a European exclusive that released late in the PlayStation's life and began development as *Rollcage Stage III*.

While the *Rollcage* series never achieved the same fame as some of its contemporaries, it's a cult classic which still elicits a lot of fondness from both fans of the game and the developers themselves. "It was a great time and I'm looking forward to re-exploring all this with *Grip*," says Perryman, referring to the spiritual sequel that he and Baker are working on as part of the new team Caged Element. While the game's Kickstarter campaign didn't go to plan, the team still intends to bring it to PS4 in the future, so fans can start to get a little bit excited about the future all over again.

PLAY+ PLUS

EXTENDED PLAY • DLC • MULTIPLAYER • TROPHIES • VIDEO

84 EXTENDED PLAY
FALLOUT
86 HOW TO MASTER
METAL GEAR
88 PS PLUS
TROPHY GUIDE
90 INSTANT GAME
COLLECTION
91 VIDEO
CHANNELS

INTERVIEW

GETTING AWAY WITH MURDER

Hitman developer IO's studio head Hannes Siefert on Agent 47's digital future

Obviously, it's been a few years since the last *Hitman*, and this is looking great. What have you looked at to lead your vision forwards for the new game?

We looked at the past 15 years of *Hitman* and we looked at the five key games we released, and we tried to identify and distil what it is that people liked about each of those games, but [we were] also self-critical and looked to see what people *didn't* like about each of them.

Then we looked at what we could do with the new generation of hardware, because now we have new consoles and we have these tools that can do more stuff than ever before. And the combination of that, bringing the AI features, the render technology, the density to this new generation allowed us to have the level of detail more than we ever have before. And that's

where we also think we win, because this is something [different]. There are many games that are big, and have a lot of square miles of map, but what we have is... you can

interact with the glass, and you can interact with a light rig – you can interact with everything. This is a high-density *Hitman* sandbox, and there are no corridors, the amount of deathtraps per square metre is pretty high, and that's something that we're really proud of.

Awesome. We were also hoping you would be able to break down the release method for this game for us...

Yes! So – just to give you context on that – when you're a blockbuster developer, what you do is you work for three years in your ivory tower. In between *Blood Money* and *Absolution* was six years, which is a very long time. And what you do is you launch a game to the world, and you see what people like, what people hate, how they played with it, what you could have done. And then it's another few years before you can take that into account in your next game. After *Absolution* we thought 'there's got to be a better way than that.' So now, with the generation we have now, 99 per cent plus are connected. So a

GET IN TOUCH TO TALK PLAYSTATION, JOIN THE PLAY NETWORK...



www.play-mag.co.uk



play@imagine-publishing.co.uk



facebook/
PlayMagazineUK



youtube.com/
PlayMagUK



@PlayMag_UK

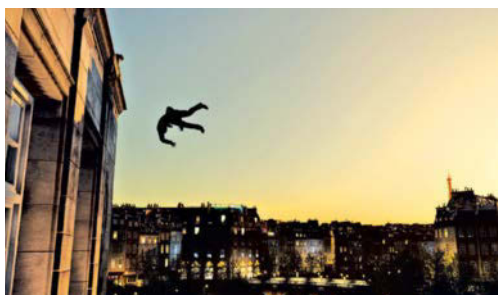


twitch/PlayUK

PLAY

IMAGINE PUBLISHING
RICHMOND HOUSE
33 RICHMOND HILL
BOURNEMOUTH
DORSET
BH2 6EZ

△OX□ Nothing says confirmed kill like throwing your target off a four-storey building to their doom.



pitched release feels very natural to us. What's very important about the message is that the game is going to cost €60, or the equivalent in your country, and nothing else. There is no other way of spending money in the game – no DLC, no microtransactions. Everything we ship for this game is included in that price, and we want to be crystal clear about that, because we know people need to trust us. We actually intend to release exactly what we're going to ship at what time, so people can make an informed decision about whether they want to buy the game or not. We as a studio are determined to keep our promises.

We're also really interested in the online features of *Hitman*. Obviously you've got these weekly and daily challenges, and people can race to be the first killer on your friends list, stuff like that.

How did you guys arrive at that decision? It's such a departure from old *Hitman*, but it makes so much sense.

That's the thing, right? We think it fits the theme of the game, and fits the genre extremely well. I don't think it's a *departure* as such but more an extension.

If you take the game itself and you play it as a single-player mission, it's going to be bigger than *Blood Money*, it's going to be a very big single-player game, but the length is the replay – where they challenge people, where they try new things out. So when we look at 'live' features, this is



△OX□ 47's last game, *Absolution*, wasn't the strongest in the series, but it's definitely worth a look.

taking things a step further. Just to be clear you can be offline to play this game, but you will need to be online to download this stuff and to play the live features. So for instance these temporary targets, they only appear for a limited amount of time – say 48 hours – and you have a target,

challenging – but I think people will discuss how to do them before they go out, it will be an event and people will talk and be excited about it. That's also how we see the live features: like a concert. We have song after song and you can experience it together. If you don't want that, it's fine – buy

the disc at a later point in time. Of course you would miss out on the live features, but it will still have a very big game you can play.

We feel this is honestly the future of what games should be – being close to the fans,

being connected, being able to tweak when people play something and like it, or make it better when they dislike it. That's where we'd like to be, and we're proud to be leading that. If it is successful we will not be the only ones for long. I hope our players understand why we do that; it opens opportunities we never had before, and that is something that is truly exciting.

“YOU HAVE ONLY ONE CHANCE OF KILLING YOUR TARGET, AND HOW YOU DO IT GOES ON YOUR RECORD. IF HE ESCAPES, HE ESCAPES”

and you have to find him and kill him. You have only one chance of killing your target, and how you do it goes on your record. If he escapes, he escapes. I think we've never been closer to the true assassination fantasy than in the moment you pull that trigger.

And I know it's not a core feature – not everyone will play it and it's going to be

EXTENDED PLAY

FALLOUT

It's not long until we finally get our hands on *Fallout 4*. Until then, there are plenty of other ways to immerse yourself in the *Fallout* universe...



ROLE-PLAYING

■ **ONE OF THE** awesome things about *Fallout* games is that you are able to play them in so many different ways based on how you build your character. You could create a smooth talker who avoids conflict by convincing people their way is best, or you create a meathead tank that solves all your problems by punching things. That means you've always got the

opportunity to go back to *Fallout* games and play them in different ways. If you get really creative, you give yourself some bizarre challenges, too. You could see if you can complete the whole game while addicted to a particular substance, or you could do a scavenger playthrough where you don't allow yourself to use traders. The possibilities are endless.



NEW VEGAS

■ **FOR REASONS WE** can't quite fathom, some *Fallout* players have only played the mainline games, which means they've missed out on the brilliant *Fallout: New Vegas*. Having said that, we're aware that the game was a mess when it originally released on PS3, so perhaps you did have a good reason not to play it. Now it's had a few patches released, it could be time to finally visit the apocalyptic wastelands of *New Vegas*. You might even be surprised by just how good the spin-off is. In fact, some claim it is the best in the series.



FALLOUT: WARFARE

■ **SLAP BANG IN** the middle of the Venn diagram of interest for 'Fallout fans' and 'fans of tabletop gaming' is *Fallout: Warfare*, a *Fallout*-themed tabletop game that was originally released as a bonus with *Fallout Tactics*:

Brotherhood Of Steel (pictured). The game was designed by Christopher Taylor, who worked on the original *Fallout*. The small-scale war game features familiar factions including The Brotherhood Of Steel, Mutants and Reavers.

SHELTER

■ **WHEN BETHESDA UNVEILED** *Fallout 4* at E3, it also revealed its mobile title *Fallout Shelter* which released that same day. In the game, you're tasked with overseeing one of *Fallout*'s Vaults. That means rescuing dwellers and building your base to get ever larger. Granted, we'd much rather be playing *Fallout 4* on our PS4, but in dabbling with the mobile spin-off, we've found that it's a decent little game. Check it out if you're a fan.



WASTELAND 2

■ **IF YOU FANCY** going old school and want to play something that's got more in common with the original *Fallout* games, there is an option: *Wasteland 2*. The original *Wasteland*, released back in 1988, served as the inspiration for the first *Fallout*, which is considered to be *Wasteland*'s spiritual successor. *Wasteland* now has a *true* successor that sticks closely to the style of the early titles and retains the focus on choice-based gameplay that's made the games spawned by *Wasteland* such a success.

HOW TO...

PLAY MGSV LIKE A BOSS

If you want to live up to the legend of Big Boss then we've got some intel that's going to help you...

■ **THE PHANTOM PAIN** is a game full of possibilities and for that reason it's likely that some of them will have sneaked under your radar. We've extracted a few of those tricks to give you a leg up.

JUST A BOX?!

■ **MGS'S GUARDS HAVE** famously proclaimed over the years that Snake's beloved cardboard box is 'just a box'. It's far more than that. For example, did you know that you can fast travel around the map using your box? In enemy outposts, look for an invoice next to an orange platform then you can hop in your box and fast travel between there and any other outpost where you've grabbed the invoice. You can also fast travel on Mother Base by getting into your box on the small yellow platforms near the helipads.



USE TRICKERY

■ **THERE ARE PLENTY** of ways to fool MGSV's guards. For starters, you can attach posters to your cardboard box, such as a commander that will cause guards to salute you, giving you an opportunity to take the dullards out. You've got infinite empty magazines in your inventory, so

always remember that you can make use of those to lure a guard into a trap or distract them so you can sneak past. You can also go loud – fire a rocket to the opposite side of the enemy base and all the guards will focus their attention in that direction, allowing you to sneak behind them.

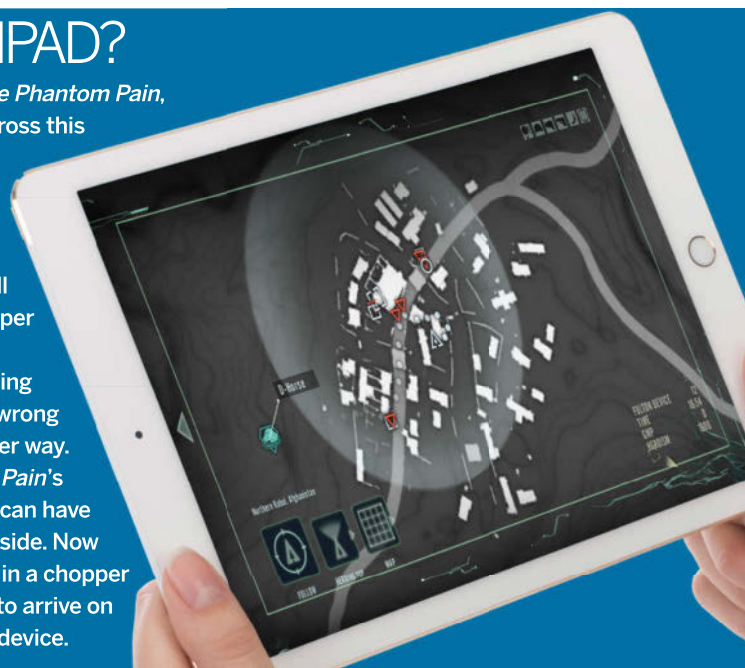
FULTON EVERYTHING

■ **IF YOU'RE EARLY** on in the game, take our advice and make sure you Fulton plenty of soldiers and equipment. Soldiers in particular are vital as they will level up your R&D, Intel department, and so on, giving you new options in the field and unlocking new equipment for you to develop. It's particularly worthwhile trying to Fulton enemies that are designated as mission targets rather than killing them, as well as prisoners that are optional objectives, as they will often have high stats and/or special abilities.



IDROID OR IPAD?

■ **IF YOU'VE PLAYED** *The Phantom Pain*, we'll bet you've come across this problem: you're under fire from the enemy and your desperately fiddling around in the iDroid menu trying to call in fire support, or a chopper for extraction, probably panicking if you're anything like us and pressing the wrong buttons. There is an easier way. Download *The Phantom Pain's* companion app and you can have the iDroid's map at your side. Now all you need to do to call in a chopper is tap where you want it to arrive on the map on your mobile device.



www.historyanswers.co.uk



Available
from all good
newsagents and
supermarkets

GREAT BATTLES



MILITARY MACHINES



HEROES OF WAR







SECRETS & INSIGHT



INCREDIBLE PHOTOS



Digital edition available at www.greatdigitalmags.com

 Print
  Tablet
  Phone
  Desktop



facebook.com/HistoryofWarMag



twitter.com/@HistoryofWarMag

TROPHY GUIDE

PS PLUS TROPHY GUIDE

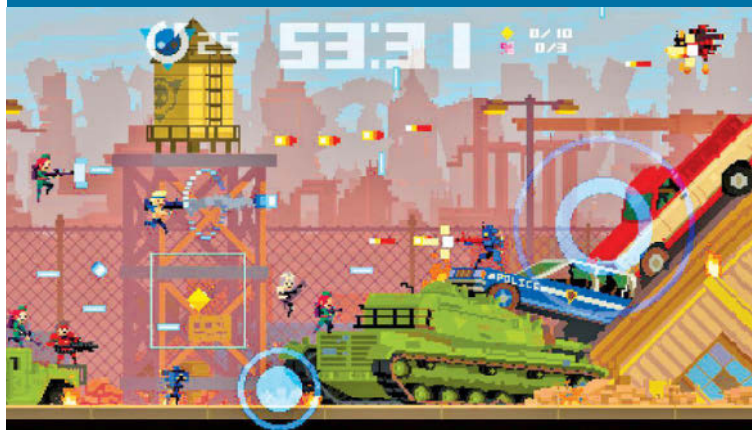


SUPER TIME FORCE ULTRA

PLATFORM: PS4/VITA **DIFFICULTY:** 1/5

TROPHIES: 36 🏆 1 🏆 5 🏆 10 🏆 20

■ **FROM THE OFF**, you'll notice there are six worlds to play in – each with three levels and a boss. Work your way through these and get a feel for the different type of side-scrolling action you'll be playing. Aim to collect *every* glorb and shard in your first run – there'll be ten of the former and three of the latter in each level. Once you've completed the first six worlds, the final boss world will open up – by now this should be a cakewalk for you, so kill it and start the mop up: select certain characters and perform specific feats with them. This whole section of the Trophy roster is incredibly easy – the only thing that might give you pause is 'They Are Looking' (Silver), but a video guide will be able to help you out with that.



TWISTED METAL

PLATFORM: PS3 **DIFFICULTY:** 3/5

TROPHIES: 41 🏆 1 🏆 5 🏆 5 🏆 30

■ **LIKE ALWAYS, YOU'RE** going to want to start by completing the main game's campaign. You'll get a Bronze Trophy for each section of the story, as well as a small collection at the end – do it on Normal first to unlock vehicles for your next run, and try not to die or use the garage so you can net the Gold 'TMA', too. Once completed, jump back into Story mode and go for Twisted. Aim for a gold medal in each event, and use the garage as much as possible. The Online portion of the game can be cheated by using two pads and playing split-screen – it'll take a while, but it's your best shot at getting them. If you *do* get a buddy to help you do this, bring them in for the co-op section of the game, too, and you're finished!

TESLAGRAD

PLATFORM: PS4/PS3 **DIFFICULTY:** 1/5

TROPHIES: 37 🏆 1 🏆 4 🏆 8 🏆 24

■ **WANT TO KNOW** something interesting? This game has no Trophies for any of its story-related content – that's right, you're going to have to get *every single collectible* in the game if you want that shiny Platinum! Don't worry too much, though; this is much easier than it sounds. Before we get into it, it should be known that there's a reported glitch near the end of the game that will corrupt save data, so make sure to back your saves up to the cloud or even a USB device if you really want your progress safe. Other than that, though, we'd probably recommend following a video guide online if you're only in this game for the Trophies. You can run through the whole thing and get yourself the Platinum in less than seven hours if the guides are anything to be believed. If your concentration wanes at any point, don't worry: the game even lets you warp around the world at will to collect anything you might have missed, which is useful.





GROW HOME

PLATFORM: PS4 DIFFICULTY: 1/5

TROPHIES: 19 🏆 0 🏆 0 🏆 2 🏆 17

■ **WELL, THIS CAN** take the crown of being Ubisoft's strangest game this generation – and that's saying something. *Grow Home* has a pretty easy selection of trophies... but no Platinum for your trouble. It hasn't even got a Gold: that's blasphemy! Still, you can dash through this scant offering quickly, so it's still worth grabbing and

“GROW HOME HAS AN EASY SELECTION OF TROPHIES... BUT NO PLATINUM FOR YOUR TROUBLE”

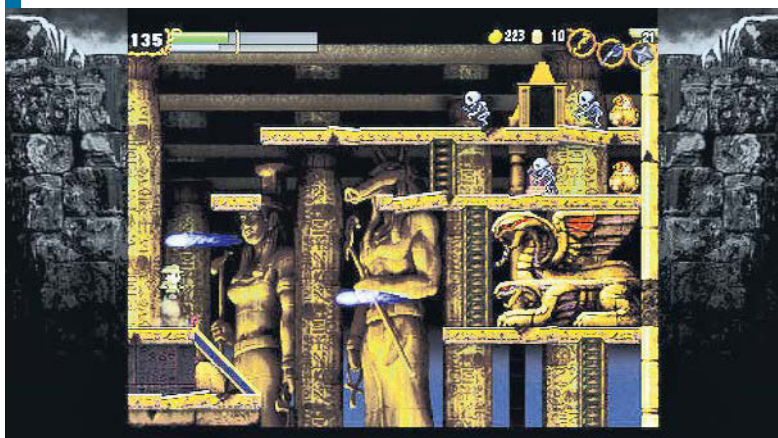
having a go with. As loathe as we are to say it, you'll unlock most of these rewards as you play through the game, though it's good to keep in mind that some of the more specific criteria for Trophy unlocks: bounce on 50 leaves, freefall for 1000m and live, glide under all the arches, glide for 30 minutes and a variety of sadistic ones for playing God with the Meep creatures. You can get all of these in around two hours.

LA-MULANA EX

PLATFORM: VITA DIFFICULTY: 5/5

TROPHIES: 55 🏆 1 🏆 2 🏆 6 🏆 46

■ **THOSE 46 BRONZE** Trophies are going to be a precious trail of breadcrumbs for you as you bang your head against this one. While there is a Platinum on offer, only the most intrepid of Trophy hunters is going to get it – *La-Mulana* is infamous for its difficulty. Your best bet is to die a lot, that'll get you the 'This is *La-Mulana*' series of Bronze rewards. If you can actually finish the game, you'll a Gold Trophy. Keep eating curry (yeah...) and you'll net a Silver, too, but beyond that... the other Trophies are all difficulty related. If you're going to try Hard mode, try it without secondary weapons or the Fairy Vest and you'll net yourself another Silver and the final Gold, too.



XEODRIFTER

PLATFORM: PS4/VITA DIFFICULTY: 1/5

TROPHIES: 16 🏆 0 🏆 0 🏆 5 🏆 11

■ **THE HARDEST THING** you're going to come across here is the 'Speedrun' Trophy, rewarded for finishing the game in under one hour. It's a pretty generous time, to be honest, and once you've played through the game once or twice and got yourself a good route, you can even afford a couple of errors. 'Snoozefest' is another tricky one – you must defeat the final boss without taking damage. Like any other run-and-gun game, all you have to do is study the boss' attack patterns and anticipate his attacks to come out on top. You'll get the rest as you play (they're all about getting various pickups) and if you explore 100 per cent of the map, you'll get the last one just before the last boss lands.

INSTANT GAME
COLLECTION

BLACKLIGHT: RETRIBUTION

With Black Ops III on the horizon, is a free-to-play shooter worthy of your attention? The answer might surprise you...



■ **NOTHING SCREAMS MEDIOCRE** like a free-to-play sci-fi FPS with bland visuals and all the standard trappings of the post-*COD* shooter. What a surprise it is to find, then, that *Blacklight: Retribution* is actually good.

Though it'll be familiar to anyone who has played a first-person shooter before, the game does actually have a couple of ideas of its own. Most notably, rather than having a mini-map, you've got rechargeable X-Ray vision that exposes everyone on the map (though leaves you vulnerable while you use it). It's a great idea, because it effectively eliminates camping.

It's also pleasing to realise that you don't need to spend money to compete in the game. We jumped right in with

the starting gear and didn't have a problem holding our own against more experienced players.

Sadly, the upgrade system is a bit unintuitive if you want to stick around playing this game for a while and it feels like it'll be difficult to effectively upgrade your arsenal without spending money. We can understand why, but it's going to take a long time experimenting with gear just to find what you like by renting it with in-game currency.

We don't think this game's going to replace *COD* or *Battlefield*, but, if you're looking for a quick shot at something different, or don't normally play FPS games but fancy giving a shooter a go without forking over a load of cash, we'd certainly recommend you give this a try.

THE USUAL, PLEASE

Blacklight doesn't really innovate in its game modes, but it's got what you'd expect from a shooter



DEATHMATCH

Naturally, like all other first-person shooters, *Blacklight: Retribution* has the classic deathmatch mode that's all about grabbing kills in both free-for-all and team deathmatch variants.



ONSLAUGHT

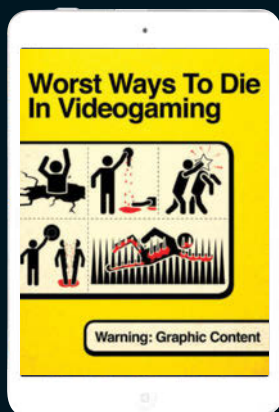
If you fancy something more cooperative, then *Retribution's* Onslaught mode is the choice for you. In this horde-like mode, you and your teammates have to survive against wave after wave of AI enemies.



OBJECTIVE CAPTURE

The game's got a couple of objective capture modes. In Domination, you battle over static objective points, while in King Of The Hill, you've got to grab a single objective that will then appear at another point on the map.

SHARING



WORST WAYS TO DIE IN VIDEOGAMING

We've been offed in so many ways in videogames and this digital edition celebrates the weirdest and goriest ways you can die in videogames.



DOWNLOAD PLAY BACK ISSUES

Missed an issue of Play? They are all available to download for tablets and smartphones from our digital editions site...

www.greatdigitalmags.com

You Tube EXCLUSIVE VOICEOVERS

youtube.com/PlayMagUK

Subscribe to our channel for over 500 awesome PlayStation videos

STREET FIGHTER V



R. MIKA! VEGA! CHECK out all the new characters as soon as they are announced

ROCKET LEAGUE



WE'RE QUITE GOOD at scoring incredible goals now, so go check out our highlights here!

2016 PREVIEW



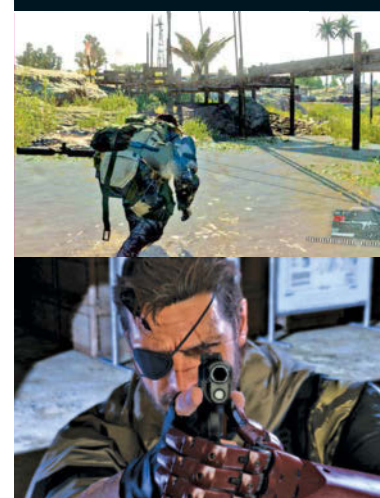
ROUNDING UP THE most exciting games confirmed for next year

INDIES INVESTIGATED



WHAT TO WATCH out for, as recommended by our indie experts

MGSV: THE PHANTOM PAIN



OUR FINEST SNEAKING, captured for your viewing pleasure

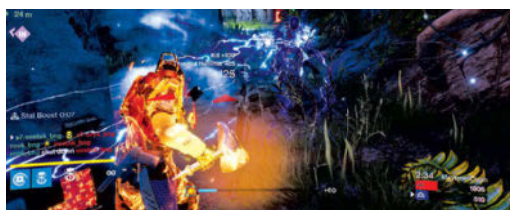
twitch LIVE GAMEPLAY STREAMING

twitch.tv/PlayUK

Join the Play team for live streaming events and shared gameplay

Keep an eye on our Facebook and Twitter channels for information on our Twitch tournaments, where you can play videogames with us for the world to watch!

The game changes each time, and the best players will win prizes – free games, or just some of the other tat that we found around our office. Come and join in the fun next time and maybe you could win something neat.



DESTINY: THE TAKEN KING

Need a hand with the tricky endgame content?

Come give us a shout and we'll try to provide a little help with the Raid, the Court Of Oryx or whatever...

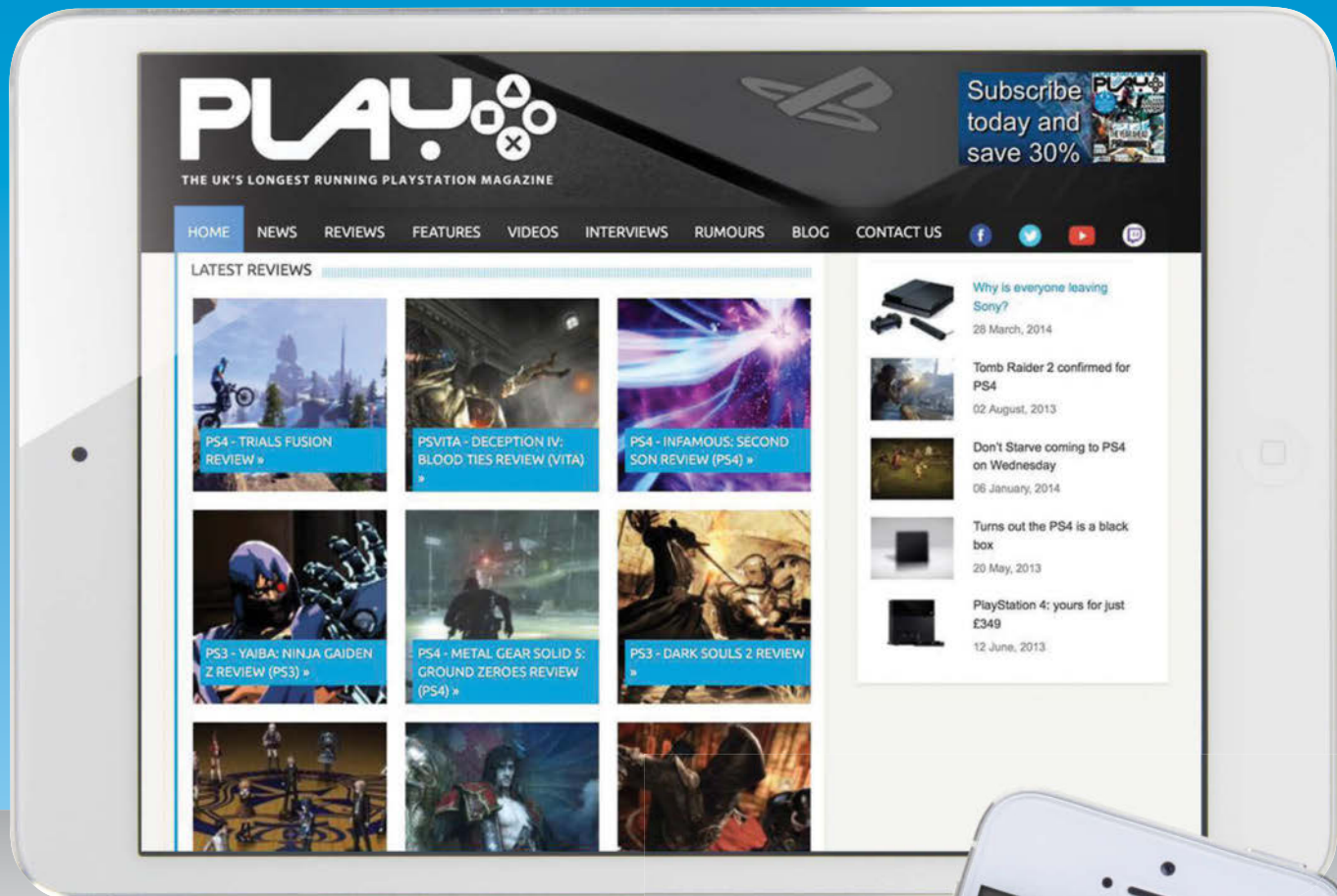


TRANSFORMERS DEVASTATION

If you have neither the touch nor the power, you should probably just tune in and watch us batter Decepticons on your behalf instead. You're welcome.

PLAY-MAG.CO.UK

Your one-stop resource for up-to-the-minute PlayStation news, rumours, trailers and reviews
PLUS **PLAY-MAG.CO.UK** ON TABLETS & SMARTPHONES



TABLET

- ▲ A touch-friendly new interface
- ▣ Optimised to display perfectly on tablets
- Tons of PlayStation content at your fingertips
- ✕ Integrated video playback via YouTube

SMARTPHONE

- ▲ The same great content, only smaller
- ▣ Adjusts to screen size and orientation
- Easily searched database of PS4 content
- ✕ Get the latest news and trailers on the go

PLAY-MAG.CO.UK
THE ONLINE HOME OF
PLAY.



PlayStation® Media Preview

Save the date

Tuesday 27th October 2015

Address - Espace Grande Arche
Parvis de La Défense 92044
Paris La Défense

Doors - 16.00
Conference start time - 18.00

SONY ANNOUNCES PARIS GAMES WEEK CONFERENCE DETAILS »



LATEST NEWS



GRAVITY RUSH 2, THE OLD HUNTERS & YAKUZA 6 COMING TO PS4 »

Sony unveils a host of new PS4 game at TGS along with trailers for the games.

MGS: P'S CUT CHAPTER DISCOVERED: IS THIS THE REASON KOJIMA FELL OUT WITH KONA MI? »

Data miners may have found files that prove MGS 5: The Phantom Pain has a cut third chapter.

PS4 EXCLUSIVE HARDWARE: RIVALS ANNOUNCED »

Sony has revealed, via the , that vehicle combat game Hardware: Rivals is coming exclusively to PS4.



POPULAR POSTS

[PS4, PS3 & PS Vita November PS Plus Lineup Leaked](#)
29 October, 2014

[Titanfall 2 Set To Be Announced For PS4?](#)
04 December, 2014

['Videogames Are Terrible For Telling Stories' Says Jonathan Blow](#)
02 June, 2015

[Why Destiny Is Done](#)
14 May, 2015

LATEST VIDEOS

NEW NEED FOR SPEED TRAILER SHOWCASES STUNNING VISUALS »

HERE'S WHAT HAPPENS WHEN YOU PLAY MGS 5 ON YOUR BIRTHDAY »

WATCH HELLBLADE'S FIRST GAMEPLAY VIDEO »

ASSASSIN'S CREED SYNDICATE: NEW EVIE GAMEPLAY RELEASED »

LATEST REVIEWS

PS4 - HOTLINE MIAMI 2: WRONG NUMBER REVIEW »

PS4 - THE ORDER: 1886 REVIEW »

PS4 - LIFE IS STRANGE: A WORTHY RIVAL TO TELLTALE »

PS4 - WWE 2K15 REVIEW: WHY IT'S DISSAPPOINTING »

LATEST INTERVIEWS

'VIDEOGAMES ARE TERRIBLE FOR TELLING STORIES' SAYS JONATHAN BLOW »

"I think videogames are pretty terrible for telling stories," Jonathan Blow, the man behind

FOLLOW

■ Make sure to check out **Play** on all our social media accounts to keep up to date with the magazine and PlayStation news from around the world, posted as soon as it happens.

DISCOVER

■ The slider shows off the most important stories on the site, complete with big pictures and text. Expect to see breaking news, opinion pieces and new trailers in particular.

CHOOSE

■ The top strap is your gateway to each section of the site. It's pretty self-explanatory, from reviews and features through to exclusive previews and PlayStation rumours.

WATCH

■ Video content is embedded into almost every post, optimised to work perfectly regardless of your browsing device of choice. Done with reading? Watch a video instead!

BROWSE

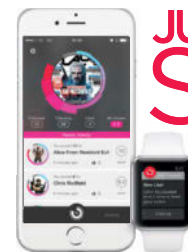
■ Scrolling down will give you a look at the top stories in each section; a brief overview of everything that is going on in the world of PlayStation. We update this every day.

UNBIASED OPINIONS YOU CAN TRUST

PLAY-MAG.CO.UK

PLAY+ PLUS PlayList

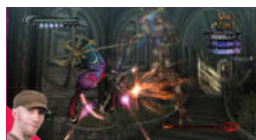
IF YOU WANT TO KNOW WHAT A GAME SCORED THEN THESE PAGES ARE FOR YOU



JUST A
SCORE

Follow PlayMag_UK today to see our latest scores

LET'S PLAY... PLATINUM GAMES



LUKE ALBIGÉS BAYONETTA

10 Sorry Dante, but the Umbran Witch has no intention of giving your crown back. *Bayonetta* is, quite simply, the best character action game out there. Pretty much perfect, as far as I'm concerned.



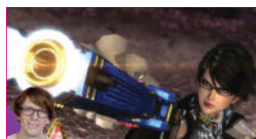
LIAM WARR VIEWTIFUL JOE

8 The dream is dead. There's literally no way for me to justify putting *Back To The Future* here. But now that I think about it, I'm sure if Platinum was to make a *BTTF* game, it would be a ten out of ten.



DREW SLEEP MGR: REVENGEANCE

7 "Another game with Raiden as a protagonist?" I thought to myself upon *Rising's* release. "It'll be shit. You'll have to drag me to my controller kicking and screaming." I was so wrong.



PAUL WALKER-EMIG BAYONETTA 2

6 Look, I know that *Bayonetta 2* is good, but the fact is I'm just not very good at it. That severely limited the amount of fun I could have with a game that I dearly wanted to love. Sorry, *Bayonetta*.

PS4



GAME	ISSUE	SCORE
Alien: Isolation	249	---
Assassin's Creed Chronicles: China	237	---
Assassin's Creed IV: Black Flag	237	---
Assassin's Creed: Unity	251	---
Axiom Verge	256	---
Batman: Arkham Knight	258	---
Battlefield 4	238	---
Battlefield Hardline	256	---
Bloodborne	256	---
Bound By Flame	245	---
Call Of Duty: Advanced Warfare	251	---
Call Of Duty: Ghosts	238	---
Child Of Light	244	---
CounterSpy	248	---
Daylight	245	---
Dead Nation: Apocalypse Edition	242	---
Dead Or Alive 5: Last Round	254	---
Destiny	249	---
Destiny: House Of Wolves	258	---
Destiny: The Dark Below	252	---
Devil May Cry 4: Special Edition	258	---
Diablo III: Reaper Of Souls	248	---
Disney Infinity 2.0	249	---
Don't Starve	240	---
Dragon Age: Inquisition	251	---
Dragon Ball Xenoverse	255	---
Driveclub	250	---
Dying Light	254	---
Dynasty Warriors 8 XLCE	243	---
EA Sports UFC	246	---
Ether One	258	---
Everybody's Gone To The Rapture	261	---
Evolve	254	---
F1 2015	260	---
Far Cry 4	251	---

FIFA 15	249	---
Final Fantasy Type-0	255	---
Final Fantasy XIV: A Realm Reborn	243	---
Game Of Thrones: Iron From Ice	253	---
Geometry Wars 3: Dimensions	252	---
God Of War III Remastered	260	---

Grim Fandango Remastered	254	---
Guilty Gear Xrd -SIGN-*	253	---
Hohokum	248	---
Hotline Miami 2: Wrong Number	255	---
inFamous: First Light	249	---
inFamous: Second Son	242	---
JStars Victory VS+	260	---
Killzone Shadow Fall	238	---
Killzone Shadow Fall: Intercept	246	---
King's Quest: A Knight To Remember	261	---
Knack	238	---
Lara Croft And The Temple Of Osiris	252	---
Lego Batman 3: Beyond Gotham	252	---
Lego Marvel Super Heroes	238	---
Lego Jurassic World	258	---
Lego The Hobbit	244	---
LittleBigPlanet 3	251	---
Lords Of The Fallen	251	---
Mercenary Kings	244	---
Metal Gear Solid V: Ground Zeroes	242	---
Metal Gear Solid V: The Phantom Pain	261	---
Middle-earth: Shadow Of Mordor	250	---
Mortal Kombat X	257	---
Murdered: Soul Suspect	246	---
N++	261	---
NBA 2K15	250	---
Need For Speed Rivals	238	---
NHL 15	249	---
Octodad: Dadliest Catch	244	---
Outlast	241	---

GAME

PES 2015	250	---
Plants Vs Zombies: Garden Warfare	248	---
Project Cars	258	---
Resident Evil HD	253	---
Resident Evil Revelations 2	256	---
Resogun	238	---
Resogun Heroes	247	---
Rocket League	260	---
Rogue Legacy	248	---
Rory McIlroy PGA Tour	260	---
Shovel Knight	258	---
Skylanders Swap Force	238	---
Skylanders Trap Team	250	---
Strider	242	---
Switch Galaxy Ultra	253	---
Tales From The Borderlands: Zero Sum	252	---
Teslagrad	253	---
The Amazing Spider-Man 2	245	---
The Binding Of Isaac: Rebirth	251	---
The Crew	252	---
The Evil Within	250	---

The Order: 1886	254	---
The Vanishing Of Ethan Carter	260	---

Thief	241	---
Tiny Brains	240	---
Titan Souls	257	---
Transistor	245	---
Transformers: Rise Of The Dark Spark	247	---
Trials Fusion	244	---
Ultra Street Fighter IV	258	---
Until Dawn	261	---
Valiant Hearts	247	---
War Thunder	239	---
Watch Dogs	245	---
Warriors Orochi 3 Ultimate	249	---
Wolfenstein: The New Order	245	---
Wolfenstein: The Old Blood	258	---
WWE 2K15	252	---

PS3



007 Legends	225	---
2014 FIFA World Cup Brazil	244	---
3D Dot Game Heroes	192	---
50 Cent: Blood On The Sand	177	---
Ace Combat: Assault Horizon	211	---
The Adventures Of Tintin	212	---
Afro Samurai	177	---
After Burner Climax	193	---
Agarest: Generations Of War	187	---
Agarest: Generations Of War 2	223	---
Agarest: Generations Of War Zero	209	---
Age Of Booty	172	---
Air Conflicts: Secret Wars	208	---
Alice: Madness Returns	207	---
Alien Breed: Impact	196	---
Alien Breed 2: Assault	201	---
Alien Breed 3: Descent	204	---
Aliens: Colonial Marines	230	---
Aliens Vs Predator	189	---
All Zombies Must Die!	214	---
Alone In The Dark	173	---
Alpha Protocol	193	---
Amy	215	---
Anarchy: Rush Hour	194	---
Ape Escape	208	---
Aquapazza: Aquaplus Dream Match	239	---
Aqua Panic	193	---
Arcana Heart 3	207	---
Armageddon Riders	207	---
Armored Core: For Answer	173	---
Armored Core 4	153	---
Armored Core V	217	---

GAME








Army Of Two	164	---
Army Of Two: The 40th Day	188	---
Army Of Two: The Devil's Cartel	231	---
Assassin's Creed	161	---
Assassin's Creed II	186	---
Assassin's Creed III	225	---
Assassin's Creed: Brotherhood	199	---
Assassin's Creed: Revelations	212	---
Assassin's Creed: Rogue	251	---
Asura's Wrath	216	---
Atelier Ayesha: The Alchemist Of Dust	230	---
Atelier Rorona: The Alchemist Of Arland	198	---
Backbreaker	193	---
Back To The Future: It's About Time	204	---
The Baconing	210	---
Band Hero	187	---
Batman: Arkham Asylum	183	---
Batman: Arkham City	211	---
Batman: Arkham Origins	237	---
Battle Fantasia	176	---
Battlefield 1943	182	---
Battlefield: Bad Company	168	---
Battlefield: Bad Company 2	190	---
Battlefield 3	212	---
Battleship	219	---
Bayonetta*	187	---
The Beatles: Rock Band	184	---
Beat Hazard Ultra	213	---
Beat Sketcher	201	---
Beyond Good & Evil HD	207	---
Beyond: Two Souls	236	---
Binary Domain	216	---
Bionic Commando	179	---
Bionic Commando Rearmed	169	---
Bionic Commando Rearmed 2	203	---
BioShock	172	---
BioShock 2	189	---
BioShock Infinite	230	---
Birds Of Steel	217	---
BlackSite	163	---
Blade Kitten	197	---
Bladestorm: The Hundred Years' War	160	---
BlazBlue: Calamity Trigger	190	---
BlazBlue: Continuum Shift	198	---
Blazing Angels	151	---
Bleach: Soul Resurrección	209	---
Blitz: The League II	172	---
Blokus	202	---
BloodRayne: Betrayal	211	---
Blur	193	---
Bodycount	210	---
Bomberman Ultra	185	---
Borderlands	185	---
Borderlands 2	223	---
Borderlands: The Pre-Sequel	250	---
The Bourne Conspiracy	168	---
Braid	188	---
Brink	206	---
Brothers: A Tale Of Two Sons	233	---
Brothers In Arms: Hell's Highway	171	---
Brütal Legend	185	---
Bulletstorm	203	---
The Bureau: XCOM Declassified	235	---
Burnout Crash	211	---
Burnout Paradise	162	---
Burn Zombie Burn	178	---
Buzz! Quiz TV	168	---
Buzz! Quiz World	185	---
Calling All Cars	155	---
Call Of Duty 3	151	---
Call Of Duty: World At War	173	---
Call Of Duty 4: Modern Warfare	160	---
Call Of Duty: Modern Warfare 2	186	---
Call Of Duty: Modern Warfare 3	212	---
Call Of Duty: Black Ops	199	---
Call Of Duty: Black Ops II	226	---
Call Of Juarez: Bound In Blood	181	---
Call Of Juarez: Gunslinger	232	---

THIS MONTH'S NEW ENTRIES

The newest games, freshly
squeezed among all your
old favourites

Metal Gear Solid V: The Phantom Pain	---
Until Dawn	---
N++	---
King's Quest: A Knight To Remember	---
Everybody's Gone To The Rapture	---

JUST A SCORE   Download on the App Store
GIVE YOUR SCORES  FOLLOW OUR SCORES

-  It's completely free
-  Get the latest review scores
-  Get involved with the team
-  Give your opinion instantly
-  Like and share scores
-  Score anything in the world
-  Follow a range of scorers for your favourite topics

GAME	ISSUE	SCORE
Call Of Juarez: The Cartel	208	---
Captain America: Super Soldier	208	---
Castle Crashers	200	---
Castlevania: Harmony Of Despair	212	---
Castlevania: Lords Of Shadow	197	---
Castlevania: Lords Of Shadow 2	241	---
Carnival Island	213	---
Catan	195	---
Cars 2	208	---
The Cave	230	---
Catherine	215	---
Chronicles Of Riddick: Assault On Dark Athena	178	---
Child Of Eden	211	---
Chime Super Deluxe	203	---
Civilization Revolution	168	---
Clash Of The Titans	193	---
Clive Barker's Jericho	159	---
The Club	163	---
Colin McRae: DiRT	158	---
Colin McRae: DiRT 2	184	---
Command & Conquer: Red Alert 3	178	---
Commander's Challenge	185	---
Command & Conquer	175	---
Comet Crash	186	---
Comix Zone	210	---
Conan	160	---
Condemned 2	165	---
Costume Quest	199	---
Counter Strike: Global Offensive	223	---
Crash Commando	174	---
Crash Time 4: The Syndicate	218	---
Crazy Machines Elements	210	---
Create	199	---
Critter Crunch	188	---
Cross Edge	182	---
Crystal Defenders	184	---
Crysis 2	204	---
Crysis 3	230	---
Cubixx HD	207	---
The Cursed Crusade	211	---
Damnation	181	---
Damage Inc: Pacific Squadron WWII	223	---
Dance Dance Revolution	201	---
Dante's Inferno	189	---
Dark Mist	164	---
The Darkness	154	---
The Darkness II	215	---
Dark Sector	165	---
Dark Souls	211	---
Dark Souls II	242	---
Darkstalkers Resurrection	230	---
Dark Void	188	---
Darksiders	188	---
Darksiders II	221	---
DC Universe Online	202	---
de Blob 2	203	---
Dead Or Alive 5	223	---
Dead Island	210	---
Dead Island: Riptide	231	---
Dead Rising 2	197	---
Dead Rising 2: Off The Record	211	---
Dead Space	172	---
Dead Space 2	201	---
Dead Space 3	228	---
Dead Space: Extraction	203	---
Dead Space: Ignition	199	---
Dead To Rights: Retribution	192	---
Deadly Premonition: The Director's Cut	231	---
Dead Nation	201	---
Deadpool	233	---
DeathSpank	195	---
Def Jam: Icon	151	---
Def Jam Rapstar	199	---
Defiance	231	---
Demon's Souls	193	---
Destroy All Humans: Path Of The Furion	178	---
Derrick The Deathfin	227	---
Deus Ex: Human Revolution	209	---

GAME	ISSUE	SCORE
Devil May Cry 4	163	---
Devil May Cry HD Collection	217	---
Diablo III	235	---
DiRT 3	206	---
DiRT Showdown	219	---
Disgaea 3: Absence Of Justice	175	---
Dishonored	224	---
Disney Infinity	235	---
DJ Hero	186	---
DJ Hero 2	198	---
Doctor Who: The Eternity Clock	220	---
Doom 3: BFG Edition	225	---
Double Dragon Neon	224	---
DmC Devil May Cry	227	---
Dragon Age: Origins	186	---
Dragon Age II	203	---
Dragon Ball: Raging Blast	186	---
Dragon Ball Z: Burst Limit	168	---
Dragon's Crown	235	---
Dragon's Dogma	218	---
Driver: San Francisco	209	---
Duke Nukem Forever	207	---
D&D: Chronicles Of Mystara	233	---
Dungeon Siege III	206	---
Dust 514	233	---
Dynasty Warriors: Gundam 3	208	---
Dynasty Warriors 6: Empires	181	---
Dynasty Warriors 7: Empires	230	---
Dynasty Warriors 8	234	---
Earthworm Jim HD	196	---
EA Sports Active 2	200	---
EA Sports Grand Slam Tennis	215	---
EA Sports MMA	198	---
Eat Lead	178	---
Eat Them!	202	---
echochrome	169	---
echochrome II	202	---
EDF: Insect Armageddon	208	---
The Elder Scrolls IV: Oblivion	152	---
The Elder Scrolls V: Skyrim	212	---
Elefunk	170	---
El Shaddai: Ascension Of The Metatron	208	---
Enchanted Arms	152	---
Enslaved: Odyssey To The West	197	---
Epic Mickey 2: The Power Of Two	226	---
Eternal Sonata	176	---
Eurfloria	212	---
Everybody's Golf 5	158	---
Everybody's Golf: World Tour	165	---
Explodemon	203	---
Eye Of Judgment	159	---
EyePet	185	---
F1 2012	223	---
F1 Race Stars	226	---
FaceBreaker	170	---
Fairy Fencer F	250	---
Fallout: New Vegas	198	---
Family Guy: Back To The Multiverse	227	---
Fantastic Four: Rise Of The Silver Surfer	155	---
Far Cry 2	172	---
Far Cry 3	226	---
Far Cry 3: Blood Dragon	231	---
Fat Princess	183	---
Fatal Inertia EX	168	---
FEAR	151	---
FEAR 2: Project Origin	176	---
FEAR 3	208	---
FIFA 13	223	---
FIFA 14	236	---
FIFA Street (2012)	217	---
Final Fight: Double Impact	193	---
The Fight	199	---
Fight Night Champion	203	---
Fight Night Round 3	151	---
Fight Night Round 4	181	---
Final Fantasy XIV: A Realm Reborn	236	---
Final Fantasy XIII	190	---

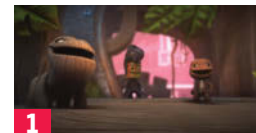
GAME	ISSUE	SCORE
Final Fantasy XIII-2	214	---
Final Fantasy XIII: Lightning Returns	240	---
Fist Of The North Star: Ken's Rage	198	---
Fist Of The North Star: Ken's Rage 2	230	---
Flight Control HD	198	---
Flock!	179	---
Folklore	158	---
Front Mission Evolved	198	---
Frogger: Hyper Arcade Edition	221	---
From Dust	211	---
Fuel	180	---
Full Auto 2: Battlelines	151	---
Fuse	232	---
Game Of Thrones	220	---
Gatling Gears	207	---
Genji: Days Of The Blade	151	---
Ghost Recon Advanced Warfighter 2	157	---
Ghost Recon Future Soldier	219	---
Ghostbusters: The Videogame	180	---
GI Joe	183	---
The Godfather	151	---
The Godfather II	178	---
God Of War III	190	---
God Of War: Ascension	230	---
God Of War Collection*	188	---
God Of War Collection: Volume II	210	---
The Golden Compass	162	---
GoldenEye 007: Reloaded	213	---
Gotham City Imposters	216	---
Gran Turismo 5	200	---
Gran Turismo 6	239	---
Grand Theft Auto IV	166	---



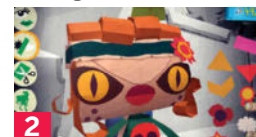
Greed Corp	191	---
Green Day: Rock Band	194	---
Grid 2	232	---
Grid Autosport	246	---
GTI Club+	174	---
GTA: Episodes From Liberty City	191	---
Guardians Of Middle-earth	227	---
Guitar Hero III	160	---
Guitar Hero 5	184	---
Guitar Hero: Aerosmith	168	---
Guitar Hero Greatest Hits	182	---
Guitar Hero Metallica	179	---
Guitar Hero: Van Halen	189	---
Guitar Hero: Warriors Of Rock	197	---
Guitar Hero World Tour	173	---
Gundemonium Collection	197	---
Gunstar Heroes	181	---
Harry Potter And The Half-Blood Prince	182	---
Harry Potter And The Order Of The Phoenix	155	---
Haze	167	---
Heavenly Sword	157	---
Heavy Rain	189	---
Heavy Weapon	187	---
Heroes Over Europe	184	---
Hitman: Absolution	225	---
Hitman HD Trilogy	230	---
Homefront	203	---
The House Of The Dead 4	218	---
The House Of The Dead: Overkill	212	---
Hunted: The Demon's Forge	207	---
Hustle Kings	190	---
Hyperdimension Neptunia	202	---
I Am Alive	217	---
Ico & Shadow Of The Colossus HD	210	---
IL-2 Sturmovik: Birds Of Prey	183	---
The Incredible Hulk	168	---
inFamous	180	---
inFamous 2	207	---
Inferno Pool	181	---
Injustice: Gods Among Us	231	---
Inversion	220	---
Iron Man	166	---

*denotes import review

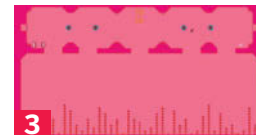
TOP TEN CREATIVE GAMES



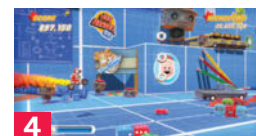
1
LittleBigPlanet 3



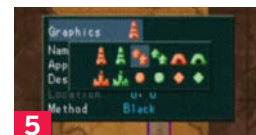
2
Tearaway



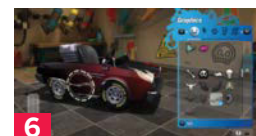
3
N++



4
Joe Danger



5
RPG Maker



6
ModNation Racers



7
Trials Fusion



8
Grand Theft Auto V



9
Amplitude



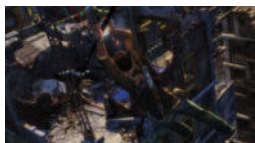
10
Far Cry 4

PLAY'S BEST GAMES IF YOU LOVE...

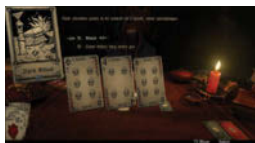


QUANTIC DREAM GAMES PLAY: UNTIL DAWN

Supermassive's take on the teen horror setup of a bunch of kids being stalked in a remote cabin turned out way better than we expected. In many ways, it's actually better than the David Cage games that inspired it.



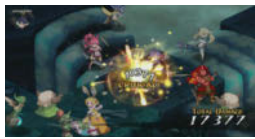
VALUE FOR MONEY
PLAY: UNCHARTED: THE NATHAN DRAKE COLLECTION
Despite how much work Bluepoint Games is putting into this remaster, it would be worth the price for a 1080p version of one of the best games of all time (*Among Thieves*, obviously) alone.



DUNGEONS & DRAGONS
PLAY: HAND OF FATE
Part card game, part action game, *Hand Of Fate* is truly unique. The Dealer is an amazing character too, delighting in your failure when an encounter goes wrong.



NOSTALGIA
PLAY: TRANSFORMERS: DEVASTATION
We defy anyone in their thirties to watch Platinum's *Transformers Devastation* in action without beaming and giggling as their inner child is unleashed. We can't wait.



BIG NUMBERS
PLAY: DISGAEA 5: ALLIANCE OF VENGEANCE
If, like us, you enjoy seeing digits pour out of enemies when you hit them, the *Disgaea* series will be your favourite thing ever. The stat values and damage numbers are colossal.

GAME	ISSUE	SCORE
Iron Man 2	193	---
The Jak And Daxter Trilogy	216	---
Jak And Daxter: The Lost Frontier	187	---
James Bond 007: Blood Stone	199	---
James Cameron's Avatar: The Game	187	---
JoJo's Bizarre Adventure: All Star Battle	244	---
Journey	216	---
Juiced 2: Hot Import Nights	159	---
Jurassic Park: The Game	194	---
Just Cause 2	190	---
Kane & Lynch: Dead Men	160	---
Kane & Lynch 2: Dog Days	196	---
Katamari Forever	184	---
Kick-Ass The Game	194	---
Killer Is Dead	235	---
Killzone 2	176	---
Killzone 3	202	---
Kingdom Hearts HD 1.5 ReMIX	236	---
Kingdom Hearts 2.5 HD ReMIX	252	---
Kingdoms Of Amalur: Reckoning	215	---
The King Of Fighters XII	182	---
The King Of Fighters XIII	213	---
Kung Fu Panda 2	207	---
Kung Fu Rider	196	---
Lair	158	---
Landit Bandit	195	---
LA Noire	206	---
Lara Croft And The Guardian Of Light	198	---
The Last Guy	171	---
Last Rebellion	191	---
Lead And Gold: Gangs Of The Wild West	193	---
Legend Of Spyro: Dawn Of The Dragon	174	---
Legendary	173	---
Lego Batman	173	---
Lego Batman 2	221	---
Lego Harry Potter: Years 1-4	194	---
Lego Harry Potter: Years 5-7	213	---
Lego Indiana Jones: The Original Adventures	167	---
Lego Indiana Jones 2: The Adventure Continues	187	---
Lego Pirates Of The Caribbean	206	---
Lego Rock Band	187	---
Lego Star Wars: The Complete Saga	160	---
Lego Star Wars III: The Clone Wars	204	---
Lego The Lord Of The Rings	227	---
Leisure Suit Larry: Box Office Bust	180	---
Limbo	209	---
LittleBigPlanet	172	---
LittleBigPlanet: Karting	225	---
Lollipop Chainsaw	221	---
London 2012	221	---
The Lord Of The Rings: Aragorn's Quest	199	---
The Lord Of The Rings: Conquest	175	---
The Lord Of The Rings: War In The North	213	---
Lost Planet 2	192	---
Lost Planet 3	236	---
Lost Planet: Extreme Condition	163	---
Lumines Supernova	178	---
Madagascar 3	224	---
Madden NFL 12	209	---
Madden NFL 13	223	---
Madden NFL Arcade	188	---
Mad Riders	220	---
Mafia II	196	---
MAG	189	---
Magic: Duels Of The Planeswalkers	202	---
Magic: Duels Of The Planeswalkers 2012	208	---
Majin And The Forsaken Kingdom	199	---
Marvel Vs Capcom 2	182	---
Marvel Vs Capcom 3	202	---
Marvel Ultimate Alliance	151	---
Marvel Ultimate Alliance 2	185	---
Max Payne 3	219	---
Mass Effect 3	216	---
Medal Of Honor	198	---
Medal Of Honor Airborne	161	---
Medal Of Honor: Warfighter	225	---
Mega Man 9	172	---
Mega Man 10	192	---
Mercenaries 2: World In Flames	171	---
Metal Gear Solid 4	167	---
Metal Gear Solid HD Collection	214	---

Metro: Last Light	231	---
Michael Jackson: The Experience	205	---
Microbot	202	---
Midnight Club: Los Angeles	173	---
Mindjack	202	---
Minecraft	240	---
Mini Ninjas	184	---
Mirror's Edge	173	---
MLB: The Show 14	245	---
ModNation Racers	192	---
Monkey Island 2: Special Edition	195	---
Mortal Kombat	205	---
Mortal Kombat Vs DC Universe	173	---
MotoGP 13	233	---
Motorhead	173	---
MotorStorm	151	---
MotorStorm: Apocalypse	203	---
MotorStorm: Pacific Rift	172	---
Mud: FIM Motocross Championship	217	---
MX Vs ATV Alive	206	---
MX Vs ATV Reflex	189	---
Naruto: Ultimate Ninja Storm	174	---
Naruto Shippuden: UNS Generations	217	---
Naruto Shippuden: UNS 3	230	---
Naughty Bear	195	---
NBA 2K12	211	---
NBA 2K13	224	---
NBA Jam	200	---
NBA Street: Homecourt	151	---
Need For Speed: Hot Pursuit	199	---
Need For Speed ProStreet	161	---
Need For Speed Shift	184	---
Need For Speed: The Run	213	---
Need For Speed Undercover	173	---
NeverDead	215	---
Nier	192	---
Ni No Kuni: Wrath Of The White Witch	227	---
NHL 12	210	---
NHL 13	223	---
NIGHTS Into Dreams...	224	---
Ninja Gaiden Sigma	154	---
Ninja Gaiden Sigma 2	184	---
Ninja Gaiden 3	217	---
Ninja Gaiden 3: Razor's Edge	231	---
Noby Noby Boy	177	---
No More Heroes: Heroes' Paradise	206	---
Nucleus	155	---
Okami HD	225	---
One Piece: Pirate Warriors	224	---
Operation Flashpoint: Dragon Rising	185	---
Operation Flashpoint: Red River	205	---
The Orange Box	161	---
Outland	207	---
OutRun Online Arcade	180	---
Overlord II	181	---
Pac-Man Championship Edition DX	201	---
Pain	183	---
Payday: The Heist	213	---
Payday 2	235	---
Peggle	189	---
Persona 4 Arena Ultimax	250	---
PES 2012	210	---
PixelJunk 4am	220	---
PixelJunk Eden	169	---
PixelJunk Shooter	187	---
PixelJunk Shooter 2	204	---
PixelJunk SideScroller	213	---
PixelJunk Racers	160	---
Planet Minigolf	196	---
PlayStation All-Stars Battle Royale	225	---
PlayStation Move Heroes	204	---
Poker Night 2	232	---
Port Royale 3: Pirates & Merchants	224	---
Prince Of Persia	174	---
Prince Of Persia: Classic	173	---
Prince Of Persia: The Forgotten Sands	193	---
Prince Of Persia Trilogy	200	---
Prison Break: The Conspiracy	191	---

Prototype	181	---
Prototype 2	219	---
Puddle	216	---
The Punisher: No Mercy	182	---
Puppeteer	236	---
Pure	171	---
Puzzle Chronicles	194	---
Puzzle Dimensions	208	---
Puzzle Quest Galactrix	181	---
Quantum Conundrum	221	---
Quantum Of Solace	175	---
Quantum Theory	197	---
Race Driver: GRID	167	---
Ratchet & Clank: Q-Force	227	---
Rag Doll Kung-Fu: Fists Of Plastic	179	---
Rage	211	---
Rainbow Moon	221	---
Rainbow Six Vegas	155	---
Rainbow Six Vegas 2	164	---
Rango	203	---
Ratchet & Clank: A Crack In Time	186	---
Ratchet & Clank: All 4 One	211	---
Ratchet & Clank: Tools Of Destruction	160	---
Ratchet & Clank Trilogy HD	221	---
Rayman Legends	235	---
Rayman Origins	212	---
Red Dead Redemption	193	---
Red Faction: Armageddon	207	---
Red Faction: Guerrilla	180	---
Remember Me	232	---
Renegade Ops	211	---
Resident Evil Chronicles HD Collection	221	---
Resident Evil Code Veronica X	211	---
Resident Evil: Operation Raccoon City	217	---
Resident Evil: Revelations HD	232	---
Resident Evil 4 HD	210	---
Resident Evil 5	177	---
Resident Evil 6	223	---
Resistance: Fall Of Man	151	---
Resistance 2	173	---
Resistance 3	210	---
Resonance Of Fate	191	---
Retro City Rampage	228	---
Ridge Racer 7	151	---
Ridge Racer Unbounded	217	---
Riff: Everyday Shooter	162	---
Rise Of The Argonauts	176	---
Risen 2: Dark Waters	222	---
Risen 3: Titan Lords	248	---
Risk: Factions	202	---
Rock Band Blitz	223	---
Rock Band	169	---
Rock Band 2	179	---
Rock Band 3	199	---
Rocksmith	223	---
Rogue Warrior	188	---
Rugby World Cup 2011	209	---
Rune Factory Oceans	220	---
RUSE	197	---
The Saboteur	187	---
Sacred 2: Fallen Angel	180	---
Sacred 3	247	---
Saints Row 2	172	---
Saints Row: The Third	211	---
Saints Row IV: Gat Out Of Hell	253	---
SBK Generations	220	---
Saint Seiya: Sanctuary Battle	216	---
Sam & Max: The Devil's Playground Ep1	194	---
Sam & Max: The Devil's Playground Ep2	194	---
Savage Moon	175	---
Saw	186	---
Saw II: Flesh & Blood	198	---
The Secret Of Monkey Island SE	195	---
Sega Rally Online Arcade	208	---
Sega Mega Drive Ultimate Collection	177	---
Section 8: Prejudice	209	---
SBK 2011	206	---
SBK Generations	220	---
SBK X: Superbike World Championship	193	---
Sega Rally	158	---
Sengoku Basara: Samurai Heroes	198	---
Shadows Of The Damned	207	---
Shank	197	---
Shatter	183	---
Shaun White Skateboarding	198	---
Shaun White Snowboarding	173	---
ShellShock 2: Blood Trails	177	---

GAME	ISSUE	SCORE
Shift 2: Unleashed	204	--
Shoot Many Robots	217	--
Silent Hill: Downpour	217	--
Silent Hill HD Collection	217	--
Silent Hill: Homecoming	174	--
The Simpsons Arcade Game	216	--
The Simpsons Game	160	--
The Sims 3	199	--
The Sims 3: Pets	212	--
SingStar	159	--
Singularity	195	--
Siren Blood Curse	170	--
Skate	159	--
Skate 2	175	--
Skate 3	192	--
Skullgirls	218	--
Sleeping Dogs	222	--
The Sly Collection	200	--
Sly Cooper: Thieves In Time	230	--
Sniper Elite V2	218	--
Sniper: Ghost Warrior	206	--
Sniper: Ghost Warrior 2	230	--
SOCOM: Special Forces	205	--
Sonic CD	214	--
Sonic The Hedgehog 4: Episode 1	199	--
Sonic The Hedgehog 4: Episode 2	225	--
Sonic & Sega All-Stars Racing	190	--
Sonic & All-Stars Racing Transformed	227	--
Sonic Generations	212	--
Sonic The Hedgehog	151	--
Sonic Unleashed	175	--
Sorcery	219	--
SoulCalibur IV	169	--
SoulCalibur V	214	--
South Park: The Stick of Truth	242	--
Spec Ops: The Line	220	--
Spider-Man 3	155	--
Spider-Man: Edge Of Time	212	--
Spider-Man: Shattered Dimensions	197	--
Spider-Man: Web Of Shadows	173	--
Spin Jam	174	--
Splatterhouse	200	--
Splinter Cell Double Agent	153	--
Split/Second: Velocity	192	--
Sports Champions	196	--
Sports Champions 2	225	--
SSX	216	--
Stacking	203	--
Starhawk	219	--
Star Ocean: The Last Hope International	190	--
Star Trek	231	--
Star Trek: D-A-C	189	--
Star Wars: The Force Unleashed	171	--
Star Wars: The Force Unleashed II	199	--
Star Wars: Pinball	230	--
Start The Party!	196	--
Stormrise	178	--
Stranglehold	159	--
Street Fighter III: 3rd Strike Online Edition	209	--
Street Fighter IV	176	--
Street Fighter X Tekken	217	--
Strength Of The Sword 3	234	--
Super Puzzle Fighter II HD Turbo Remix	168	--
Super Rub-A-Dub	151	--
Super Street Fighter IV: Arcade Edition	207	--
Stuntman: Ignition	157	--
Super Stardust HD	155	--
Superstars V8: Next Challenge	190	--
Superstars V8 Racing	181	--
Super Street Fighter II Turbo HD Remix	176	--
Super Street Fighter IV	191	--
Supremacy MMA	211	--
Switchball	191	--
Swords And Soldiers	199	--
Syndicate	216	--
Tales Of Graces f	222	--
Tales Of Monkey Island	196	--
Tales Of Xillia	234	--
Tales Of Xillia 2	249	--
Tekken 5: Dark Resurrection Online	161	--
Tekken 6	184	--
Tekken Tag Tournament 2	223	--
Test Drive Ferrari Racing Legends	221	--
Tetris	202	--
Test Drive Unlimited 2	203	--
The Amazing Spider-Man	221	--

GAME	ISSUE	SCORE
The Testament Of Sherlock Holmes	224	--
The Walking Dead	231	--
The Walking Dead: Survival Instinct	231	--
Thor: God Of Thunder	206	--
Tiger Woods PGA Tour 14	231	--
Time Crisis 4	166	--
Time Crisis: Razing Storm	199	--
TimeShift	162	--
TMNT: Turtles In Time-Re-shelled	186	--
TNA Impact!	171	--
Tokyo Jungle	223	--
Tom Clancy's EndWar	173	--
Tom Clancy's HAWX	177	--
Tom Clancy's HAWX 2	196	--
Tom Clancy's Splinter Cell Blacklist	235	--
Tom Clancy's Splinter Cell Trilogy HD	210	--
Tomb Raider	229	--
Tomb Raider Trilogy	204	--
Tomb Raider: Underworld	173	--
Tony Hawk's Project 8	151	--
Tony Hawk's Pro Skater HD	223	--
Tony Hawk's Proving Ground	160	--
Tony Hawk: Ride	188	--
Top Gun: Hard Lock	218	--
Top Spin 3	168	--
Top Spin 4	203	--
Tot Story 3	1295	--
Transformers: Dark Of The Moon	208	--
Transformers: Fall Of Cybertron	223	--
Transformers: War For Cybertron	194	--
Trash Panic	181	--
Trine	184	--
Trinity: Souls Of Zill O'll	202	--
Trinity Universe	194	--
Tron Evolution	200	--
Tumble	198	--
Turning Point: Fall Of Liberty	165	--
Turok	163	--
Twisted Metal	216	--
Two Worlds II	203	--
UFC Undisputed 2009	180	--
UFC Undisputed 2010	193	--
UFC Undisputed 3	215	--
Ultimate Marvel Vs Capcom 3	212	--
Ultra Street Fighter IV	246	--
Uncharted: Drake's Fortune	161	--
Uncharted 3: Drake's Deception	212	--
Under Siege	207	--
Unearthed: Trail Of Ibn Battuta: Ep1	233	--
The Unfinished Swan	225	--
Unreal Tournament III	162	--
Untold Legends: Dark Kingdom	151	--
Valkyria Chronicles	173	--
Vancouver 2010	189	--
Vanquish	197	--
Viking: Battle For Asgard	165	--
Virtua Fighter 5	151	--
Virtua Fighter 5: Final Showdown	220	--
Virtua Tennis 3	150	--
Virtua Tennis 4	205	--
Wakeboarding HD	195	--
The Walking Dead: All That Remains	240	--
The Walking Dead: 400 Days	234	--
Wanted: Weapons Of Fate	179	--
Warhammer 40,000: Space Marine	210	--
Warhawk	157	--
Warriors: Legends Of Troy	202	--
Warriors Orochi 3	217	--
Watchmen: The End Is Nigh	183	--
Way Of The Samurai 3	190	--
Wet	184	--
Wheelman	178	--
Where The Wild Things Are	188	--
White Knight Chronicles	190	--
White Knight Chronicles II	207	--
Who Wants To Be A Millionaire?	214	--
WipEout HD	172	--
Wizorb	222	--
Wolfenstein	183	--
Wonderbook: Book Of Spells	226	--
Worms Collection	224	--
Worms 2: Armageddon	198	--
Worms Ultimate Mayhem	217	--
WRC 3 FIA World Rally Championship	225	--
WWE All Stars	204	--
WWE Legends Of WrestleMania	178	--

GAME	ISSUE	SCORE
WWE 13	225	--
X-Blades	178	--
X-Men Destiny	211	--
X-Men Origins: Wolverine	179	--
Yaiba: Ninja Gaiden Z	242	--
Yakuza: Dead Souls	216	--
Yakuza 3	191	--
Yakuza 4	203	--
Zen Pinball 2	224	--
Zombie Apocalypse: Never Die Alone	213	--
Zone Of The Enders HD Collection	226	--
A-Men	217	7
Army Corps Of Hell	217	--
Assassin's Creed III: Liberation	225	--
Atelier Meruru: The Apprentice Of Arland	221	--
Everybody's Golf	215	--
BlazBlue: Continuum Shift Extend	216	--
Broken Age	257	--
Call Of Duty: Black Ops Declassified	227	--
Danganronpa: Trigger Happy Havoc	242	--
Danganronpa 2: Goodbye Despair	249	--
Dead Nation	201	--
Destiny Of Spirits	244	--
Dokuro	230	--
Earth Defense Force 2017 Portable	230	--
Escape Plan	216	--
FIFA Football	216	--
fiOw	151	--
Flower	176	--
Gravity Crash	187	--
Gravity Rush	219	--
Hotline Miami	233	--
Hustle Kings	216	--
Joe Danger	194	--
Killzone: Mercenary	236	--
LittleBigPlanet	223	--
Little Deviants	215	--
Lumines Electric Symphony	216	--
MGS HD Collection	221	--
ModNation Racers: Road Trip	215	--
Mortal Kombat	219	--
MotorStorm RC	217	--
Muramasa Rebirth	234	--
New Little King's Story	224	--
Ninja Gaiden Sigma Plus	217	--
Ninja Gaiden Sigma 2 Plus	230	--
Oddworld: Stranger's Wrath HD	214	--
Orgarhythm	230	--
PlayStation All-Stars Battle Royale	225	--
Persona 4 Golden	228	--
PixelJunk Monsters	163	--
Puddle	222	--
Rayman Origins	216	--
Reality Fighters	215	--
Resistance: Burning Skies	219	--
Ridge Racer	216	--
Rocketbirds: Hardboiled Chicken	212	--
Silent Hill: Book Of Memories	225	--
Sorcery Saga: Curse of the Great Curry God	240	--
Soul Sacrifice	232	--
Sound Shapes	223	--
Superfrog HD	234	--
Super Monkey Ball: Banana Splitz	224	--
Sumioni: Demon Arts	230	--
Super Stardust Delta	216	--
Tearaway	239	--
Terraria	232	--
Touch My Katamari	216	--
Toukiden: The Age Of Demons	241	--
Ultimate Marvel vs Capcom 3	216	--
Uncharted: Fight For Fortune	227	--
Uncharted: Golden Abyss	215	--
Unit 13	216	--
Velocity Ultra	233	--
Virtua Tennis 4: World Tour Edition	215	--
Virtue's Last Reward	227	--
WipEout 2048	215	--

WHAT WE'RE PLAYING...

Watch out! Games!



WHAT (have they been playing?)
MGSV: The Phantom Pain
WHY (was it chosen?)
There's always more to do

LUKE ALBIGES

I'M NOT IN any real danger of clearing all of MGSV's 200-odd missions any time soon, nor do I really want to be – just as with *The Witcher III*, the more I play, the more I want to keep playing. Mother Base is suitably huge now, my FOB well equipped to deal with any pesky intruders and I've got plenty of neat toys with which to take on the tricky endgame missions. Now all I need is for Konami to finally drop *Metal Gear Online* and I'll be good to take my arsenal of gadgets, weapons and skills onto the global battlefield. I really hope it's as good as it looks...



WHAT (have they been playing?)
PES 2016
WHY (was it chosen?)
Because it's better than FIFA

PAUL WALKER-EMIG

This is the month of Konami for me, a month where I get to play two games from two of my favourite series. One of those games is *Metal Gear Solid V* and the other is *PES 2016*. As you can see in this issue's review of the game, I rate it very highly. Hence, I've been spending a lot of time building my Master League team and trying to beat other *PES* players online. And despite being busy with *MGS* and *PES*, I've still found some time to argue with our designer Liam about why *FIFA* is not as good as *PES*...

*denotes import review



Imagine Publishing Ltd
Richmond House 33 Richmond Hill
Bournemouth Dorset BH2 6EZ
☎ +44 (0) 1202 586200
Web: www.play-mag.co.uk
www.imagine-publishing.co.uk
www.greatdigitalmags.com

Magazine team

Editor Luke Albigés
luke.albiges@imagine-publishing.co.uk
☎ 01202 586269
Editor In Chief Ryan King
Designer Liam Warr
Production Editor Drew Sleep
Senior Staff Writer Paul Walker-Emig
Photographer James Sheppard
Senior Art Editor Andy Downes
Publishing Director Aaron Asadi
Head of Design Ross Andrews

Contributors

Jon Denton, Ross Hamilton Steve Holmes, Darran Jones,
Dom Peppiatt, Ed Smith, Nick Thorpe

Advertising

Digital or printed media packs are available on request.

Head of Sales Hang Deretz
☎ 01202 586442
hang.deretz@imagine-publishing.co.uk

Account Manager Anthony Godsell
☎ 01202 586420
anthony.godsell@imagine-publishing.co.uk

International

Play is available for licensing. Contact the International department to discuss partnership opportunities.

Head of International Licensing Cathy Blackman
☎ +44 (0) 1202 586401
licensing@imagine-publishing.co.uk

Subscriptions

play@servicehelpline.co.uk
☎ UK 0844 848 8404
☎ Overseas +44 1795 592 875
13-Issue subscription UK £51.90 / Europe £70 / ROW £80

Circulation

Head of Circulation Darren Pearce
☎ 01202 586200

Production

Production Director Jane Hawkins
☎ 01202 586200

Finance

Finance Director Marco Peroni

Founder

Group Managing Director Damian Butt

Printing and Distribution

Printed by Southernprint Ltd, 17-21 Factory Road, Upton Industrial Estate, Poole, Dorset, BH16 5SN

Distributed in the UK, Eire & the Rest of the World by:
Marketforce, 5 Churchill Place, Canary Wharf, London, E14 5HU
Tel 0203 787 9060
www.marketforce.co.uk

Distributed in Australia by Network Services (a division of
Bauer Media Group), Level 21 Civic Tower, 66-68 Goulburn
Street, Sydney, New South Wales 2000, Australia
☎ + 61 2 8667 5288

Disclaimer

The publisher cannot accept responsibility for any unsolicited material lost or damaged in the post. All text and layout is the copyright of Imagine Publishing Ltd. Nothing in this magazine may be reproduced in whole or part without the written permission of the publisher. All copyrights are recognised and used specifically for the purpose of criticism and review. Although the magazine has endeavoured to ensure all information is correct at time of print, prices and availability may change. This magazine is fully independent and not affiliated in any way with the companies mentioned herein. PlayStation, PSone, PlayStation 2, PS2, PlayStation Portable, PS Vita, PLAYSTATION 3, PS3, PLAYSTATION 4 and PS4 are trademarks of Sony Corporation in the United States and other countries. If you submit material to Imagine Publishing via post, email, social network or any other means, you automatically grant Imagine Publishing an irrevocable, perpetual, royalty-free license to use the material across its entire portfolio, in print, online and digital, and to deliver the material to existing and future clients, including but not limited to international licensees for reproduction in international, licensed editions of Imagine products. Any material you submit is sent at your risk and, although every care is taken, neither Imagine Publishing nor its employees, agents or subcontractors shall be liable for the loss or damage.

NEXT MONTH IN PLAY. ON SALE 3 NOVEMBER

PLAY.
SUBSCRIBE
PAGE 48
NEVER MISS
AN ISSUE!

—PREPARE TO DIE—
DARK SOULS III
Exclusive access to the hardest
game on PlayStation 4

© Imagine Publishing Ltd 2015

ISSN 1358-9474





WELCOME BACK TO RETRO_

funstock
RETRO.co.uk

Alternative Software presents:



Available NOW! From all good retailers:



Rugby gaming at its VERY BEST!



www.trublu.com.au

© 2015 Alternative Software Ltd. The Alternative Software name and logo are trademarks of Alternative Software Ltd. All Rights Reserved. Copyright © 2015 Home Entertainment Suppliers Pty Ltd. Published by Tru Blu Entertainment. Tru Blu is a registered trademark of Home Entertainment Suppliers Pty Ltd. All rights reserved. Developed by Big Ant Studios ©. Big Ant Studios and its logo are property of Big Ant Studios Pty Ltd. The NRL logo and NRL Club logos are registered trademarks owned by the Australian Rugby League Commission. The NRL Clubs are licensed to use these logos. The NRL Competition and National Youth Competition logos are trademarks of the Australian Rugby League Commission. All intellectual Property Rights in the Super League Logo, Emblems, Names and Kits of Super League clubs are owned or licensed to Super League (Europe) Limited, the relevant club or associated organisations. All Intellectual Property Rights in the RFL Logo, Championship and Championship One Logos, Emblems, Names and Kits of Championship and Championship One clubs are owned or licensed to the Rugby Football League Limited, the relevant club or associated organisations. All other trademarks are property of their respective owners.